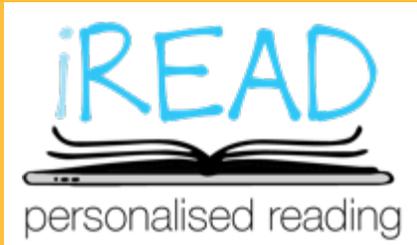


The iRead Project Pilot: 2019-2020



iRead is a 4-year (2017-2020) EU-funded H2020 Innovation project comprising 15 partners from across industry and education in 9 European countries.

The project is aiming to develop a software infrastructure for personalised learning technologies with a diverse set of learning apps and teaching tools that foster the **learning, teaching and assessment of reading skills**, including:

- Personalised and adaptive literacy games
- A Reader app

The technology will be designed for use with the following groups:

- Children learning to read (age 5-8) in English, Spanish, Greek and German
- Children with dyslexia (age 9-11) in English and Greek
- Children learning English as a foreign language (EFL) outside of UK

We will shortly be recruiting primary schools to participate in the pilot phase of our project. We are looking for schools who can commit to trialing our game and reader apps (for details see next page) in the classroom over an extended period of time (6 months - 1 year) starting Jan or Sept 2019.

Professional Development

All teachers piloting the technology with their pupils will be provided with the opportunity to attend face-to-face (either in-school or off-site) or online professional development facilitated by a member of the iRead project team. Professional development will be provided both prior to and during the pilot.

Technology

All schools participating in the pilot will be provided with a class set of Android tablets for the duration of the trial if they do not have suitable technology to run the apps. Schools must have reliable WI-FI to enable pupil data to be saved online.

During the Pilot

Teachers will be expected to use the iRead game and reader apps in their lessons on a regular basis (at least once a week) but are free to decide how best to integrate the apps in their existing practice. This will be either as a whole class for beginner/EFL readers or with small groups of pupils with dyslexia/struggling readers in Y5/6.

Schools will be expected to accommodate periodic visits from an iRead researcher. These research visits may involve classroom observations as well as interviews with teachers and/or pupils. Schools will be given suitably advance notice of visits and these will be arranged around current school timetables.

If you wish to express interest in participating in the pilot please get in touch (via email below).

The iRead Apps: Prototype Designs

Navigo: Legend of the Lost Words

The iRead game is based in an ancient Egyptian world and incorporates a series of different mini-games that enable children to learn and practice a range of reading skills in the areas of phonology, morphology, word recognition and syntax. The game content will be tailored to the specific level of the child allowing them to follow an individualised learning program.



Watch our current demo video here:
<https://vimeo.com/235546593>

Reader App

The Reader app integrates personalised teaching activities and support features to enable children to develop their independent reading skills. It incorporates pre-teaching points that are directly linked to the chosen text, specific supports with decoding, pronunciation and comprehension as well as the ability to improve readability of texts through customisation options.

