List of Digital Tools and Programmes to support Inclusive Making

Name of the tool/programme	Scratch
Short Description	Scratch allows users to create interactive stories, games, and animations using blocks of code. It's used to teach coding concepts without writing complex code. It's designed for users of all ages and abilities, including those with cognitive disabilities, offering visual learning and a community for support.
Official link of the tool/programme	https://scratch.mit.edu/
Link to interactive materials	https://www.youtube.com/watch?v=VIpmkeqJhmQ https://tueftellab.de/shop/grundlagen-scratch/

Name of the tool/programme	Canva
Short Description	Canva enables users to design everything from social media posts to presentations with ease. It features high-contrast modes, easy-to-read fonts, and templates that make graphic design accessible for people with visual or cognitive impairments.
Official link of the tool/programme	https://www.canva.com/
Link to interactive materials	https://www.youtube.com/watch?v=gIcFqbIFGa8&list=PLATYfhN6gQz8yaYel2xeR95daPcAf18HD

Name of the tool/programme	Blynk

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Short Description	Blynk allows users to control and monitor hardware devices using mobile apps, without requiring deep programming skills. The platform is accessible to non-technical users and offers a user-friendly interface to help diverse groups create their projects.
Official link of the tool/programme	https://blynk.io/
Link to interactive materials	https://www.hackster.io/bltrobotics/classroom-greenhouse-with-blynk-bbcf0d? https://www.instructables.com/IOT-for-Beginners-with-Node-Mcu/ https://sparkfuneducation.com/products/iot-starter-kit.html?

Name of the tool/programme	Web Accessibility Evaluation Tools (e.g., WAVE, Axe)
Short Description	Tools like WAVE and Axe assess websites to ensure they are accessible to users with disabilities. They identify visual and navigational issues that might hinder access. These tools help developers make websites and digital products accessible to everyone, including users with various impairments.
Official link of the tool/programme	https://wave.webaim.org/
Link to interactive materials	https://dap.berkeley.edu/testing/how-use-wave-evaluation-tool?utm_source=chatgpt.com

Name of the tool/programme	Raspberry Pi

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Short Description	Raspberry Pi enables users to create a range of electronic projects, including hardware interfaces, digital art, and IoT devices. The Raspberry Pi community is inclusive, and there are resources available to support users with disabilities. It also encourages accessible learning of both hardware and software.
Official link of the tool/programme	https://www.raspberrypi.com/
Link to interactive materials, such as video tutorials and practical simulations of the digital tools selected	https://www.raspberrypi.com/documentation/computers/getting-started.html

Name of the tool/programme	Tinkercad
Short Description	Tinkercad is a user-friendly, browser-based tool that enables anyone, including those with limited technical skills, to design 3D models. It's particularly accessible for beginners, including those with disabilities. Inclusive Aspect: It has accessible interface options and tutorial guides that support diverse users, including those with cognitive and physical disabilities.
Official link of the tool/programme	https://www.tinkercad.com/
Link to interactive materials	https://www.tinkercad.com/blog/video-tips-tricks-teach-yourself-tinkercad https://tueftellab.de/shop/grundlagen-tinkercad/

Name of the tool/programme	LEGO® Education

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Short Description	The programme is adapted to teach different subjects at different levels of education and covers all subjects (from the native language through mathematics, nature to music and art). It allows the use of modern technologies in creating your own projects, and stimulates teamwork. It is also adapted to work offline, has an application and many lesson plans to download.
Official link of the tool/programme	https://education.lego.com/pl-pl/start/
Link to interactive materials	https://education.lego.com/en-gb/lego-education-science/ https://mojebambino.pl/lego-education/

Name of the tool/programme	LEGO® Education Spike Essential
Short Description	SPIKE™ Essential is a LEGO® Education robotics kit designed for primary school students to learn coding, engineering, and problem-solving through hands-on play. It includes programmable smart hubs, motors, sensors, and colorful LEGO bricks, allowing students to build interactive models. Using a block-based coding interface, SPIKE Essential promotes creativity, teamwork, and STEM skills in an engaging and inclusive way.
Official link of the tool/programme	https://education.lego.com/de-de/spike-essential/
Link to interactive materials, such as video tutorials and practical simulations of the digital tools selected	https://education.lego.com/de-de/professional-development/

Name of the tool/programme	3D Pen

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Short Description	A 3D pen is a handheld device that extrudes heated plastic, allowing users to draw three-dimensional objects in the air or on surfaces. It works similarly to a 3D printer but offers more creative freedom for freehand designs. 3D pens are popular for arts, crafts, prototyping, and STEM education, making them a fun tool for creativity and hands-on learning. Integrating 3D pens into primary school classrooms offers a dynamic approach to fostering inclusion and enhancing learning experiences. These tools enable students of all abilities to express ideas visually, collaborate on projects, and engage in hands-on learning across various subjects.
Official link of the tool/programme	https://intl.the3doodler.com/ https://www.amazon.de/dp/B086JQQHPK/?tag=glv-21&ascsubtag=b1768520-5bc2-4771-a38f-82beeb3a015a&th=1&linkCode=osi
Link to interactive materials	**Historical Model Creation:** Students can construct landmarks and artifacts from historical periods, deepening their understanding of ancient civilizations through hands-on projects. Home | Friends Academy **Mathematical Concept Visualization:** By crafting geometric shapes and structures, students gain a concrete understanding of mathematical concepts, enhancing spatial reasoning and comprehension. https://stemeducationjournal.springeropen.com/articles/10.1186/s40594-020-00244-1

Name of the tool/programme	Cubetto
Short Description	Cubetto is a screen-free coding robot designed for young children, typically aged 3 and up. It uses a simple, color-coded interface with a wooden

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	board and programming blocks to guide the robot on a journey. Cubetto helps teach basic coding concepts such as sequencing and problem-solving in an engaging, hands-on way, making it ideal for early STEM learning.
Official link of the tool/programme	https://www.primotoys.com/
Link to interactive materials	https://medienkindergarten.wien/medienpaedagogik/roboter-coding/cubetto https://lehrerweb.wien/praxis/robotik-coding/roboter/cubetto

Name of the tool/programme	**Ozobot**
Short Description	**Ozobot** is a small, programmable robot designed to teach coding and robotics in an engaging way. It follows color-coded commands or block-based programming, making it accessible for primary school students, including those with diverse learning needs. Its hands-on, visual approach supports inclusion by allowing all students to participate, regardless of reading or writing abilities. Ozobot fosters creativity, problem-solving, and collaboration in an inclusive classroom environment.
Official link of the tool/programme	https://ozobot.com/
Link to interactive materials	https://ozobot.com/educate-3/classroom/ https://ozobot.com/ozobot-101-a-beginners-guide-to-implementing-ozobot-in-your-classroom/

Name of the tool/programme	Bluebot

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Short Description	Blue-Bot is a programmable floor robot designed for young learners to explore basic coding concepts. It can be controlled through simple directional commands via buttons or a Bluetooth-enabled app. With its compact design and easy-to-use interface, Blue-Bot helps children develop skills in sequencing, problem-solving, and early programming in a fun and interactive way.
Official link of the tool/programme	https://play.google.com/store/apps/details?id=tts.bluebot&hl=en
Link to interactive materials	https://www.terrapinlogo.com/em-lessons.html? https://resources.terrapinlogo.com/journeys/

Name of the tool/programme	Scratch Jr.
Short Description	ScratchJr is a beginner-friendly programming app designed for young children (ages 5-7) to create their own interactive stories, games, and animations. Using a visual, block-based coding interface, it helps develop early coding and problem-solving skills. ScratchJr promotes inclusion in primary schools by being accessible to all learners, including those with diverse abilities, offering a creative and engaging way for every child to participate in digital learning.
Official link of the tool/programme	https://www.scratchjr.org/
Link to interactive materials	https://www.scratchjr.org/learn/interface https://www.scratchjr.org/learn/tips/trigger-blocks https://www.scratchjr.org/learn/tips/character-animation

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Name of the tool/programme	Stop Motion (Stop Motion Studio / I Stop Motion)
Short Description	Stop motion is an animation technique where objects are moved in small increments between individually captured frames. When played in sequence, these frames create the illusion of motion. It is commonly used with clay figures, lego, paper cutouts, or everyday objects and is popular in filmmaking, storytelling, and creative projects.
Official link of the tool/programme	https://www.stopmotionstudio.com/ https://istopmotion.com/
Link to interactive materials	https://www.acmi.net.au/education/school-program-and-resources/make-stop-motion-animation/

Name of the tool/programme	Toontastic
Short Description	Toontastic is an animated storytelling app that allows primary school students to create their own cartoons by drawing characters, setting scenes, and recording their voices. In the context of inclusion, Toontastic provides all students, regardless of their abilities, with a creative platform to express themselves, collaborate, and share stories. It encourages diverse perspectives by allowing students to create characters and narratives that reflect a variety of experiences, fostering empathy, communication, and teamwork in an inclusive classroom environment.
Official link of the tool/programme	https://play.google.com/store/apps/details?id=com.google.toontastic&hl=en
Link to interactive materials	https://www.commonsense.org/education/reviews/toontastic-3d

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	https://www.twinkl.com/

Name of the tool/programme	**Paper Circuits**
Short Description	A **paper circuit** is a simple electronic circuit built on paper using conductive materials like copper tape, conductive ink, or conductive thread. It allows users to create interactive projects with LEDs, batteries, and switches, making it a fun and educational way to learn about electricity and circuitry. Paper circuits are popular in STEM education, arts, and DIY crafts.
Official link of the tool/programme	https://www.makerspaces.com/paper-circuits/
Link to interactive materials	https://www.instructables.com/Getting-Started-With-Paper-Circuits/ https://www.voltpaperscissors.com/basics

Name of the tool/programme	BBC Microbit
Short Description	The BBC micro:bit is a compact, programmable microcontroller designed for education and coding projects. It features an LED matrix display, buttons, sensors, and connectivity options like Bluetooth, making it ideal for learning programming, electronics, and robotics. Users can code it using Python, JavaScript, or block-based editors. It's widely used in STEM education for interactive and creative projects.
Official link of the tool/programme	https://microbit.org/
Link to interactive materials	https://microbit.org/teach/featured/

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	https://www.rfdz-informatik.at/microbit/ https://makecode.microbit.org/projects

Name of the tool/programme	Makey Makey
Short Description	Makey Makey is an invention kit that turns everyday objects into touch-sensitive inputs for a computer. It works by connecting objects like fruit, playdough, or even water to a circuit board, which then maps these connections to keyboard or mouse inputs. This allows users to create interactive projects, musical instruments, or simple games without prior programming knowledge. It's popular for STEM education and creative prototyping.
Official link of the tool/programme	https://makeymakey.com/
Link to interactive materials	https://makeymakey.com/pages/how-to https://www.youtube.com/channel/UC1a8kP-EV8y2QmK25O9FlsQ

Name of the tool/programme	**Dash and Dot**
Short Description	**Dash and Dot** are interactive robots designed for primary school students to learn coding, problem-solving, and creativity in a fun and engaging way. With a focus on inclusion, these robots cater to diverse learning needs by providing accessible, hands-on experiences for all students, regardless of ability. Dash and Dot can be programmed using simple visual interfaces, making them ideal for young learners, and they encourage collaboration and teamwork, allowing students to work together on projects, fostering an inclusive

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	environment where everyone can participate and contribute.
Official link of the tool/programme	https://play.makewonder.com/robots/dash/
Link to interactive materials	https://play.makewonder.com/challenges/ https://weavly.org/learn/robots/dash-and-dot/ https://education.makewonder.com/curriculum/learn-to-code https://www.medienzentrum-straubing.de/fileadmin/user_upload/Angebote/Robotik-Coding/Handreichung_Dash_Dot.pdf

Name of the tool/programme	OER
Short Description	Open Educational Resources (OER) offer opportunities for systemic change in teaching and learning content through engaging educators in new participatory processes and effective technologies for engaging with learning. OERs are free and openly licensed educational materials that can be used for teaching, learning, research, and other purposes.
Official link of the tool/programme	https://oercommons.org/about

Name of the tool/programme	MIT OpenCourseWare

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Short Description	MIT OpenCourseWare has been creating new opportunities for millions of learners and educators, sharing Open Educational Resources (OER) from MIT and helping to lead a global revolution in free access to knowledge. MIT OpenCourseWare continues to build on this foundation. With a new web platform, ever-growing content, and collaborations across the vibrant open education ecosystem, they're creating a world of more equitable and inclusive education for all.
Official link of the tool/programme	https://ocw.mit.edu/
Link to interactive materials	https://www.youtube.com/mitocw https://ocw.mit.edu/search/?f=Online%20Textbook https://openlearning.mit.edu/courses-programs/open-learning-library

Name of the tool/programme	MOOC - Massive Open Online Courses
Short Description	MOOCs are online courses open to anyone, typically offered by universities or institutions, often for free or low cost. Examples of courses: Coursera, edX, FutureLearn and Udacity.
Official link of the tool/programme	https://www.futurelearn.com/ https://www.coursera.org/courseraplus?utm_medium=sem&utm_source=gg&utm_campaign=b2c_emea_x_coursera_ftcof_courseraplus_cx_dr_bau_gg_sem_bd-ex_s1_en_m_hyb_24-10_x&campaignid=21836581617&adgroupid=351685084750&device=c&keyword=coursera&matchtype=e&network=g&devicemodel=&creativeid=1449957450624&assetgroupid=&targetid=kwd-36262515261&extensionid=&placement=&gad_so

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Link to interactive materials	https://www.youtube.com/channel/UC3i5AS_kCaFppoMwULYb99g

Name of the tool/programme	OER of Siemens Bildungsstiftung
Short Description	In a world increasingly shaped by technology, STEM subjects (Science, Technology, Engineering, and Mathematics) play a central role. To positively shape the rapid changes, we focus on an interdisciplinary approach through MINTplus, which combines subject-specific knowledge with

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	the competencies of the 21st century. Together with our partners, we implement STEM education projects and networks that provide children and young people with practical experiences, fostering creative thinking, intercultural understanding, and openness to new paths. This creates the foundation for active participation and the development of individual solutions to global challenges.
Official link of the tool/programme	https://www.siemens-stiftung.org/stiftung/bildung/
Link to interactive materials	https://medienportal.siemens-stiftung.org/de/experimento-matrix?id=experimento_matrix https://www.siemens-stiftung.org/en/projects/experimento/ https://crea-portaldemedios.siemens-stiftung.org/experimento https://medienportal.siemens-stiftung.org/de/learning-environments-for-inclusive-teaching-material-properties-a-research-expedition-109780

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