

unBLOCKed

FIRST MEETING - KOM FOR THE PROJECT UNBLOCKED VALLADOLID, SPANIA

Between 13th–16th January 2026, representatives of the six partner organizations involved in the European project **unBLOCKed – Using VR technology in the design of teaching practices for students with disabilities in special education** gathered in **Valladolid, Spain**, for the first transnational project meeting. The event was hosted by **ASPAYM Castilla y León** and marked the official launch of the project’s implementation phase.

Topics addressed:

- Project Structure
- Implementation Calendar
- Quality Plan
- Dissemination Strategy
- Methodological Guide for Integrating **Virtual Reality (VR) Technology** in Special Education.



“This meeting sets the foundation for a strong collaborative effort. VR has the potential to reshape how students with disabilities experience learning, and we are excited to build these resources together.”

— ASPAYM Castilla y León

NEWSLETTER

unBLOCKed –

No. 1 February 2026

2025-1-ES01-KA220-SCH-000352919

October 2025
-January 2026

ABOUT unBLOCKed:

Main objectives:

- Develop VR-based educational scenarios tailored to students with MID
- Support the development of social and independent living skills
- Provide teachers with a methodological guide for VR-enhanced teaching
- Strengthen European cooperation in inclusive



Target groups

Students with mild intellectual disabilities special education teachers
Schools
Educational communities





Did You Know?

- VR allows students to practice real-life situations in a safe, controlled environment.
- Immersive learning increases motivation and engagement, especially for students with learning difficulties.
- VR simulations help develop communication, emotional regulation, and social interaction skills.

Upcoming Activities and Expected Results

In the next project phase, the unBLOCKed consortium will focus on:

- Designing the first **VR educational scenarios**
- Developing a **teacher's methodological guide**
- Organizing **training workshops** for educators
- Testing VR resources in partner schools
- Strengthening a European network of professionals in inclusive education

Project Timeline

- **2025** – Project launch
- **2026** – Development of VR resources, transnational meetings, teacher training
- **2027** – School testing, refinement of materials, final dissemination

Community Involvement

Schools, teachers, and specialists interested in participating can join the project by:

- Attending training sessions
- Testing VR scenarios in their classrooms
- Taking part in dissemination events
- Accessing free educational resources

Partner Spotlight: ASPAYM Castilla y León

ASPAYM Castilla y León, the host of the kick-off meeting, brings extensive experience in inclusion-focused initiatives. Within unBLOCKed, the organization coordinates pilot activities and ensures quality implementation across partner countries.

Mini-Interview:

What is ASPAYM's role in the project? "We coordinate the pilot testing activities and support the development of high-quality educational resources."

Why is VR important in special education? "It offers a safe, motivating environment where students can learn through experience."

What are your expectations for unBLOCKed? "To create practical, user-friendly tools that teachers can easily integrate into their daily work."



Partners in the project:

- FUNDACION ASPAYM CASTILLA Y LEON – SPAIN
- ASOCIACION BRAINSTORMING – SPAIN
- MAKER MİNDS DANIŞMANLIK VE EĞİTİM SANAYİ TİCARET LİMİTED ŞİRKETİ - TURKEY
- MERSİN BOZYAZI ILCE MILLI EGITIM MUDURLUGU – TURKEY
- CENTRUL ȘCOLAR DE EDUCAȚIE INCLUZIVĂ ALEXAN-DRIA, TELEORMAN – ROMANIA
- CENTER JANEZA LEVCA LJUBLJANA, SLOVENIA



Co-funded by
the European Union

"The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors, and the National Agency and Commission cannot be held responsible for any use which may be made of the information contained therein".

