

Monthly online work meetings

In the first four months of 2026, the *unBLOCKED* project entered an intense phase of development, testing and international collaboration. Partners continued to actively contribute to the project's activities, focusing on the integration of VR technology in the education of students with special educational needs.

February 2026 – Consolidation of VR resources

Finalizing beta versions of dedicated VR modules:

- development of social skills,
- orientation in space,
- managing emotions.

The members of team participated in online technical sessions with partners for:

- validation of educational scenarios,
- adapting content for students with Special Educational Needs.

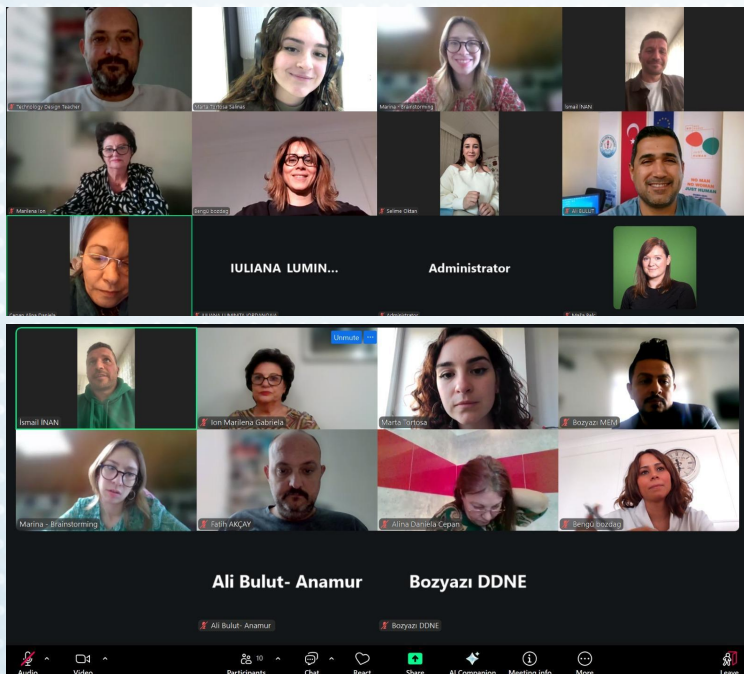
May 2026 – Optimization and dissemination .

Adjusting VR GAME modules based on feedback received.

Participation in the online coordination meeting, where the following subjects were discussed:

- pilot results,
- the plan for the final guide to using VR in special education,
- preparing for summer dissemination events.

Creating visual and informative materials to promote the project at the local level.



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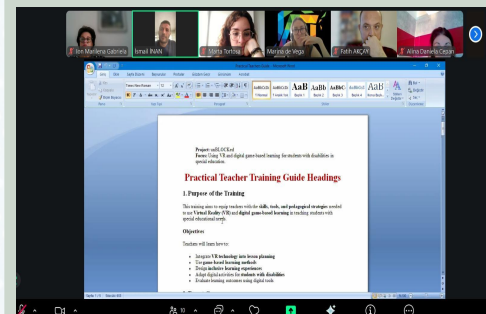
2025-1-ES01-KA220-SCH-000352919

February 2026- May 2026

ABOUT unBLOCKed:

Main objectives:

- Development of **educational VR scenarios** for students with MID
- Supporting the development of social and independent living skills
- Developing a **methodological guide** for teachers
- Strengthening European cooperation in the field of inclusive education



Target group:

- students with mild intellectual disabilities
- teachers
- schools



Modern education through Virtual Reality in special education



Did you know ...?

Impact of the period February – May 2026

- Increasing teachers' digital skills.
- Strengthening international collaboration between partners.
- Significant progress in developing accessible and inclusive VR resources .

The message of the period

"VR technology is not just a tool, but a bridge to understanding, autonomy, and learning tailored to each student ."

What's next?

- Finalization of the methodological guide for the use of VR in special education.
- Organizing local and international dissemination events.
- Preparation of the final report of the pilot activities.
- Continuing to optimize VR modules for long-term use .

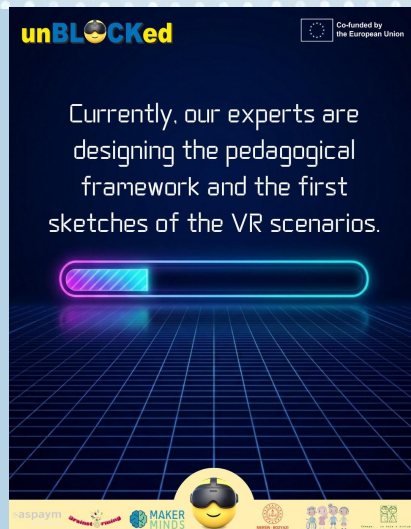
Project timeline

- **2025** – Project launch
- **2026** – Development of VR resources, transnational meetings, trainings
- **2027** – Testing in schools, resource adjustment, final dissemination

Community involvement

Interested schools and teachers can get involved by:

- participation in training
- testing VR scenarios
- collaboration in dissemination activities
- accessing free resources developed in the project



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WHAT IS VIRTUAL REALITY (VR)?

VR is a technology that generates an environment of scenes and objects that appear to be real. By using VR headsets or goggles, the user feels fully immersed in that world, being able to interact with it as if they were physically there

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Project Partners

- FUNDACION ASPAYM CASTILLA Y LEON – SPAIN - Coordinator
- BRAINSTORMING ASSOCIATION - SPAIN
- MAKER MINDS DANIŞMANLIK VE EĞİTİM SANAYİ TİCARET LİMİTED ŞİRKETİ - TURKEY
- MERSİN BOZYAZI ILCE MILLI EGITIM MUDURLUGU - TURKEY
- ALEXANDRIA INCLUSIVE EDUCATION SCHOOL CENTER, TELEORMAN – ROMANIA
- JANEZA LEVCA CENTER LJUB-LJANA, SLOVENIA

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"Using VR technology in the design of teaching practices for students with disabilities in special education"

Focuses on integrating

Virtual Reality (VR) technology

Digital Gamification

to address the lack of structured curricula and accessible digital tools for students with Mild Intellectual Disability (MID).

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