



SUPPORTING EDUCATORS TO ENSURE
AN INCLUSIVE LEARNING
ENVIRONMENT FOR ADHD CHILDREN
BASED ON THE INTRODUCTION OF
EMERGING TECHNOLOGIES FOR SKILLS
ACQUISITION AND CIVIC-ENGAGEMENT

TPM2 Meeting at Poland-UKSW

We're excited to share updates from WP2 of the KIDSWELL project, following the second Transnational Project Meeting (TPM2), which took place on July 15–16 at Cardinal Stefan Wyszyński University in Warsaw, Poland, and online.

The meeting brought together all project partners in a hybrid format to present, discuss, and reflect on the progress made so far, particularly on key deliverables under Work Package 2. Throughout the two-day meeting, partners presented the outcomes of their work, exchanged feedback, and collaboratively mapped out the next stages of the project.

One of the main highlights was the presentation and approval of the Personal and Social Competence Framework for children with ADHD, a central output of WP2 that lays the foundation for the educational tools and training that are currently in development.

The meeting also featured previews of upcoming WPs and activities while planning discussions for upcoming trainings, dissemination, and project management.

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The partnership:



NATIONAL CENTER FOR
SCIENTIFIC RESEARCH "DEMOKRITOS"



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ADD - ADHD
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Deliverables

We're proud to announce the completion of several key WP2 deliverables:

✔ Mapping Tool, which combines national research and focus group data to identify common needs.

Mapping Tool



✔ Infographics and Comparative Infographics based on our findings from the focus groups in all partners' languages

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✔ The Personal and Social Competence Framework supports children aged 8–12 in building personal, social, and learning skills, focusing on inclusion and emotional development.

Module: 1. Personal			
Competence: M1, P1 Self-regulation			
Main objective: To help children with ADHD recognize their emotions, manage impulses, and make conscious and thoughtful choices. Using visual tools, routines, and step-by-step strategies, this competence supports children managing impulsive behavior, staying focused, and in control—especially during everyday challenges.			
Level:	Knowledge and understanding	Learning Outcomes	Values and attitudes
Beginner	- Knows that feelings like anger or excitement can affect behavior. - Understands that it's sometimes helpful to pause or take a break.	- Uses tools like emotion cards/animated video, timers, fidget toys, tension straps that tie to the legs, or adult reminders to calm down. - Tries simple calming strategies like counting or deep breathing.	- Starts to feel proud when making a calm choice. - Accepts help with handling strong emotions.
Intermediate	- Understands that strong feelings have triggers and can be managed. - Knows which strategies work best for different emotions, such as stress.	- Uses strategies like "stop and think," body breaks, or visual schedules, with less support. - Creates their own heroes for self-regulation. - Begins managing small tasks without getting overwhelmed.	- Values staying calm and focused. - Wants to feel more in control. - Accepts support as a way to succeed.



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Next steps

With key deliverables ready for WP2, the KIDSWELL team is now finalizing the templates for the Audit Tool and starting strongly with the educational material, professional development courses, micro-credentials and development of VR game scenarios. Preparations for TPM3 are also underway.

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Make sure to follow our activities and stay up to date with all of our events!



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