

### 3. Special Classroom Hour - Use of assistance dogs

<b>The material of the watch:</b>	Type of assistance dogs, Sensitisation,
<b>Ages</b>	MIDDLE SCHOOL Grades 9-13
<b>Special educational needs diagnosis</b>	Learning disability (dyslexia, dysgraphia), attention deficit disorder (ADHD), Mental disorders: depression, abnormal anxiety, Social interaction disorder (autism)
<b>Tools:</b> visualisation:	- reward bite, - digital board, laptop/tablet <u>Note:</u> benches and chairs are placed in a "U" shape opposite the digital board.

Time	Lesson procedure / activities	Digital
5'	<b>1, Introduction</b> - "rules of the game"	<a href="https://youtu.be/cE4X-cHyAxY">https://youtu.be/cE4X-cHyAxY</a>
8'	<b>2, Motivation - Getting in the mood</b> Students say "hello" to the dog by „Give a PAW”	Annex 1 /Description of the game
5'	<b>3, What is the speciality of facility dogs?</b> Watching a video about facility dogs in work. Points of view given before.	video link: <a href="https://www.icloud.com/sharedalbum/hu-hu/#B1u5S2ms9pY06A;A2414EE4-3B94-46F1-9B38-CDBD3B533BB6">https://www.icloud.com/sharedalbum/hu-hu/#B1u5S2ms9pY06A;A2414EE4-3B94-46F1-9B38-CDBD3B533BB6</a> Annex 1 /Description of points of view
10'	<b>4, Create wordart</b> Creation of wordart by using the answers collected to points of view in task 3.	Annex 1 /Description of the game
8'	<b>5, Sensitisation – Self confidence</b> Recalling the dog, when he does the task helps building self confidence	RECALL game Annex 1 /Description of the game
4'	<b>6, Discussion – Experiences of recall-game</b>	How did you feel, what did you experience?
5'	<b>7, Reflection - saying goodbye</b>	Q: <i>What new information or experience have you gained from this lesson?</i> The handler walks around with the dog. One by one, the students pet the dog. They formulate their answer in a short sentence.

## 1. Annex Description of Games

<b>2, Motivation/ tuning in</b> GIVE ME A PAW	Students "say hello" to the dog: student stands in front of the dog, asks for a paw and gives the dog a reward treat.
<b>4, Match the task to type and picture</b>	<b>Wordart</b> <a href="https://wordart.com/create">https://wordart.com/create</a> Create wordarts in groups by using the answers that are collected during previous task
<b>3, What is the speciality of facility dogs?</b>	POINTS OF VIEW before watching video Whom the facility dogs work with? What kind of tasks do facility dogs? Whom helps facility dogs? What kind of help can give facility dogs to humans?
<b>5, Sensitisation</b> RECALL - GAME	Members of the group form a huge circle in the room. Each person is given a piece of treat that should be hidden behind the back). One calls the facility dog by saying the dog's name and „Come” command. When the dog runs to him, he says „sit”, and gives the treat to the dog. After it he person point to one other member, who recalls the dog.
<b>8, Reflection - saying goodbye</b>	Q: <i>What new information or experience have you gained from this lesson?</i> - The handler walks around with the dog. One by one, the students pet the dog. They formulate their answer in a short sentence.

Please click on the link and answer 5 short questions to help us improve our work! (The questionnaire takes about 1 minute to complete.)

Satisfaction survey: <https://forms.gle/UA4e7J9amYI85G5N7>