



# Autism in Motion

ENCOURAGING WELLBEING AND HEALTHY HABITS AMONG CHILDREN WITH AUTISM THROUGH PROFESSIONAL TRAINING AND THE INTEGRATION OF EMERGING TECHNOLOGIES

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## About the Project

The **AiM project** seeks to encourage healthy habits and overall wellbeing in children (8-13) with Autism Spectrum Disorder (ASD) by creating engaging tools and offering professional training for educators. By using ground-breaking methods like Virtual Reality (VR) and game-based learning, the AiM project provides practical solutions tailored to the unique needs of children on the spectrum.

## Target Groups



**SEN Teachers**



**Children with ASD (8-13)**



**Parents**



## Reflecting on the Past: Innovative Forums & AIM Project Progress

As part of the project's foundational activities, Innovative Forums were organized by the partners. Participants included educators, parents, and autism specialists. These meetings provided a valuable opportunity to: Explore key challenges in inclusive education Share experiences and good practices Contribute to the co-creation of targeted solutions for a more inclusive school environment

💡 The insights gathered during these forums directly shaped the design of AIM's educational materials and teacher training content.

### July Meeting – Poland

On July 17-18, project partners held a Transnational Project Meeting at Politechnika Łódzka (Lodz University of Technology).

The team focused on:

Advancing the VR-based game and offline activities

Experimenting with Makey Makey to promote sensory engagement

Collaborating on tool development that supports autonomy and creative interaction for children with ASD στα αγγλικά



### Consortium

#### Coordinator



Politechnika Łódzka

### Social Media



<https://autisminmotion.eu>



AiM - Autism in Motion



@aim.autism

#### Partners



Διεύθυνση Εκπαίδευσης  
Δυτικής Θεσσαλονίκης

**Emphasys**  
CENTRE



**HPO**  
media



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