

# MOBILE LEARNING GAMES FOR DYSLEXIC PEOPLE – CHALLENGE FOR TEACHERS

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# Theoretical framework (I)

## Young adults

- Usually age 12-18
- Our concept 16 and older
- Psychologically – identity formation;  
unique mental health crisis;

# Theoretical framework (II)

## Dyslexia/Developmental Dyslexia

- Specific learning (reading) disorder, characterized by problem in coping with written symbols despite normal intelligence
- Dyslexic children and adults may have problems putting things in order, following instructions, and may confuse left and right.
- Each dyslexic person's difficulties are different and vary from light to very severe disruption of the learning process (Turkington, Harris, 2006)

# Dyslexic young adults

- Though difficulty in reading is a hallmark of dyslexia, particularly in children, most adults with dyslexia can read and have devised strategies to work around their reading difficulties; adults with dyslexia may also present a range of other characteristics, such as memory problems;
- People with dyslexia do not, however, have trouble with vocabulary or speaking

# School failure

- Causes of **school failure** include:
  - Language disorder – oral or listening
  - Reading disorder
  - Mathematics disorder
  - Writing disorder
  - Other problems or combination of some

The consequences of school failure results in tremendous economic loss to the nation; low self-esteem; criminal behaviour etc.

# Interest/reading interest

- Reading interest is one of pre-requisites of successful reading
- The era of “digital literacy” raises the question of whether the meaning of reading interest may have changed
- The research found changing use of information communication technologies to engage and motivate these young adolescents in reading (Fletcher & Nicolas, 2015)

# Technologies

Assistive technology helps dyslexics save time and overcome challenges (Jenkins, 2016)

Use Technology to Support Reading and Learning

Use Technology to Support Note Taking

Use Technology to Support Spelling and Writing

# Games

- Fun dyslexia games for kids, students and adults
- Popular Dyslexia Games and Websites
- Games from [DyslexiaGames.com](http://DyslexiaGames.com)
- Dyslexia Games Available on the [DyslexiaShop](http://DyslexiaShop)
- 3 Dyslexia programs for adults
- Multi-sensory programs
- Computer programs and apps

# DYS2GO Games

- Story-lines – travelling, shopping, leisure time, adventure (archaeologist), Jenny's story
- Based on story created by one country and games for the development of auditory memory, discrimination, perception, and sequence; visual memory, discrimination, perception, and sequence; spatial perception/position

# Challenge for teachers (I)

- Teacher has to take into account the diversity of school children
- The number of children in a class is comparatively large and every child matters
- Many school subjects are based on reading skills
- Support teams still are not available in every school

# Challenge for teachers (II)

- Children with developmental dyslexia must be recognized as early as possible
- How do they get support and from who?
- What are support measures in every day learning process and in the exams

# Challenge for teachers (III)

- How to deal with children who have lost their learning and especially reading interest?
- How to find the way to successful learning after failure?
- What are skills of teachers for mobile learning, technologies?

# Conclusions

- Young adults – specific group of learners
- Dyslexic young adults – problems with self-esteem; possible school failure, lost interest
- Reading interest – hard to create, easier to maintain
- Technologies – feature of this century
- Games – possibility to improve reading skills
- Teacher has to be creative and skilled to help people with dyslexia

Thank you!

