

**Humanitarian project of the state educational institution
"Children's boarding house for disabled children with special needs of
psychophysical development"**



1	Project name: "Training computer".
2	Project implementation period: 2021-2022.
3	The applicant organization offering the project: State Institution "Children's boarding house for disabled children with special needs of psychophysical development" .
4	Project objectives: <ol style="list-style-type: none"> 1. Teach students to use a computer; 2. Expand the horizons of knowledge about ICT; 3. To teach students the basics of computer literacy; 4. To form the motivational and intellectual readiness of pupils to use ICT.
5	Tasks: <ol style="list-style-type: none"> 1. Formation of knowledge, skills and concepts about computer literacy; 2. Education of a careful and accurate attitude to technology; 3. Improving the level of media literacy of children; 4. Development of attention, perseverance, creativity, logical thinking; 5. Development of cognitive mental processes, intellectual and creative abilities.
6	Target group: disabled children with special features of psychophysical development.
7	A brief description of the activities within the project. Equipping classrooms with computers involves the following: <ol style="list-style-type: none"> 1. Creation and arrangement of a place for computer modules. 2. Installation of The Tesla Student Monoblock / T24B Housing T24b (7 pcs.) - - 1

	<p>140 INT;</p> <p>3. Keyboard Keyboard + Mouse for PC, Radio Mouse (Optical sensor), Logitech Wireless Combo MK345 Radio Keyboard, Color Black (7 sets) - 110 BYN;</p> <p>3. Conducting a local network;</p> <p>4. High-speed Internet connection – 1500 BYN;</p> <p>The use of computer training programs ("Kaleidoscope", "Thinking", "Modeling", "Reading and thinking", "Time Tape"), as well as educational computer games contributes to:</p> <ul style="list-style-type: none"> -development of sensorimotor and perceptual, cognitive functions; - improving the effectiveness of training, educational motivation; - a positive change in the behavioral component; - strengthening of activity and emotional regulation of purposeful activity; - the growth of the formation of social and household activities; - the development of spatial representations and an increase in the volume of attention. 	
8	<p>Expected results:</p> <ol style="list-style-type: none"> 1. Students should learn the names and functions of the main parts of the computer; 2. Mastering safety techniques and rules of behavior in the computer classroom; 3. Performing the necessary operations when working in various programs; 4. With the help of a teacher, find the necessary information on the Internet; 5. Through computer games and training programs, the wards will learn to self-serve faster and more correctly, it is easier to adapt to the upcoming independent adult life; 6. The acquisition by pupils of a complex of knowledge and skills directly related to the organization of their own behavior and communication with other people in various social situations; 7. Specially selected computer games and tasks will reduce the emotional and mental stress in pupils with OPFR 	
9	Total amount of funding	Amount of funding in US dollars (4100)
		Belarusian rubles (10250 BYN)
	Source of funding	Sponsorship
	Co-financing	-----
	Accompanying financing	
9	Place of implementation of the project: Minsk, Vygotsky str., 16	
10	<p>Contact person: Andrey Viktorovich Zhdanovich, Director of the State Institution "Children's boarding house for disabled children with special needs of psychophysical development", tel.318-80-23, ppguddi@mail.ru website: https://deti-dom.by/ 16 Vygotsky str., Minsk, 220053</p> <p>UNP 600302128 Charitable</p> <p>r/s BY 72 AKBB 3642 0000 0013 6510 0000 in the Central Bank No. 510 of JSC "ASB BELARUSBANK" Minsk, Kuibyshev str., 18</p> <p>BANK'S BIC: AKBBBY2X</p>	



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