



Lesson plan

Elderly's simulation suit GERT

Made by	Tartu Health Care College
Starting point, why do we do this? <i>Learning goals/targets</i>	<ul style="list-style-type: none"> - To give the students the experience what does it mean to be an elder, to experience physical and mental problems the elderlies faces in every day life. - To assess through the experience what kind of help the elderly need to cope with the health problems caused by the age. - To find out what kind of knowledge they need to have to deal with technologies in clients daily life.
Learning environment (school, work placement, company)	School, home, shops, streets. Age simulation suit GERT + smartphones or cameras.
Who is involved (students/teachers/clients...)	Students, teachers
Preparations, instructions to the students	<p>Preparations:</p> <p><u>Teachers</u></p> <ol style="list-style-type: none"> 1) Divide students into 3 groups. Give an assignment to every group: <ul style="list-style-type: none"> • group A- an elderly with age-based problems (deficy of hearing, loss of eyesight, balance problems etc); • group B- an elderly with hemipharesis; • group C- an elderly with Parkinson's disease and tinnitus. 2) Give the groups suitable parts of the simulation suit. <p><u>Students</u></p> <ol style="list-style-type: none"> 1) Students need to have smartphones or cameras. 2) According to the assigned group problems, students have to perform every day life activities wearing parts of the simulation suit. 3) The task is to film the activities and give a feedback about the experience. 4) After the filming process, students have to make a presentation and answer all the questions what may occur. 5) Next task is to find as many wellfare technology equipments/gadgets that could help the elderly manage better in every day life. 6) Discussion.
Duration/schedule	Duration: 10 academic hours <ul style="list-style-type: none"> - Students are divided into 3 groups, 45 minutes. - Students will get equipment for the groupwork, 45 minutes. - Students will get guidelines and need to make movie clips,4x45 minutes.



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	<ul style="list-style-type: none"> - Students have to give the presentation, 3x45 minutes. - Brainstorming, 15 minutes. - Feedback, 30 minutes. <ul style="list-style-type: none"> - Introduction and giving assignments and equipment. - Students are filming their group work assignment according to the given task. - Students give presentations. - Brainstorming. - Feedback time.
Description of the learning process, what kind of welfare technology is involved	<p>Teaching methods:</p> <ul style="list-style-type: none"> - Groupwork - Practical experience - Using digi-technology - Presentation - Discussion - Brainstorming - Evaluation and feedback <p>Students will get experience of teamwork. Students will get practical experience what does it mean to be an elder, to experience physical and mental problems the elderlies faces in every day life using age simulation suit GERT.</p> <p>Students will get experience how to give an oral presentation (power-point presentation, poster presentation or other).</p>
Evaluation plan of the module, how do we evaluate the module	Non-differential evaluation when the students have participated in all assignments and have actively participated in all seminars and in practical activities.
Anticipated benefit to the client, student, working life	The student understands better the problems of the elderly and can find solutions to them, expands the students horizons, develops clients assessment skills, develops communication skills, develop teamwork skills, develops performance skills.
Teaching materials	