

## Action Research Poster

### Leading to promote learning of social value

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Reflection times – my best thinking usually happens when I am outside – offices are not always good for you

#### My research questions:

How can I explain my embedded and embodied knowledge in a way that promotes learning in others?

How can I create an inclusive environment? How can I influence a positive learning environment? How do I contribute to the development of shared understanding within a workforce which is going through massive change?

How do I explain my influence?

I work as a leader of an educational service that provides support and teaching to children and young people with sensory impairment (vision / hearing or multi sensory impairment). We work with children and their families as soon as they are identified – which could be from birth. We support early years' settings and schools to meet the needs of these low incidence groups of vulnerable children. We do this to promote inclusion and positive long-term outcomes for these children and young people.

Working with others, collaborating and establishing positive relationships are crucial.



This year we were awarded a Research Charter Mark at transforming and leading level – I worked with members of staff to support our application and 8 projects from our service were included.

[www.sensorysupportservice.org.uk/research](http://www.sensorysupportservice.org.uk/research)

**SSAT**  
Inquire  
Inspire  
Innovate  
Impact

**Research Charter Mark**  
TRANSFORMING AND LEADING LEVEL

#### Two strands of my research:

- My leadership, how I influence others positively and how I support their own development in a democratic way of creating together.

- How I can contribute to a better understanding of the need to develop wider outcomes for the children and young people we support so that they develop those softer skills that are hard to measure but have a significant impact on their lives. I am particularly looking at agency, self-determination, social emotional well-being.



Ensuring learning is fun