



Moon Hall School plus special guests presents

AT and AI for Inclusivity – more than just supporting SEND

Online via Zoom

**Friday 5 June 2026
9.30am–3.00pm**

*If you have any queries on the day of the event,
please call 01799 581695*

9.30am	Arrivals & Introductions
9.45-10.45am	Session 1 – ‘Accessibility and Assistive Technology (AT) for Learning’ (David Curran)
10.45-11am	Refreshment break
11am- midday	Session 2 – ‘Prompting for Inclusion’ (Victoria Hedlund)
12-1pm	Lunch
1-1.45pm	Session 3 – ‘Designing Inclusive Schools with AI and Assistive Technology’ (Luke Harris)
1.45-2pm	Refreshment break
2-2.45pm	Session 4 – ‘AI for Quality First Teaching’ (Aaron Patching)
2.45-3pm	Evaluation and Close

Session 1 - Accessibility and Assistive Technology for Learning

Presenter: David Curran, Moon Hall School Reigate



David Curran is Assistive Technology Lead Head of Careers at Moon Hall School Reigate, a specialist school for dyslexia. He works across assistive technology, careers education, AI, accessibility and whole-school digital strategy. His practice focuses on making technology part of everyday inclusive teaching, not something added only after students struggle. David also develops staff training, student-facing tools and practical guidance to support safe, ethical and accessible use of AI and assistive technology in schools.

Aims of the session

This practical session will introduce ways teachers can use assistive technology and AI to make learning more accessible from the start, not just as a later adjustment when pupils struggle. David will explore simple accessibility principles, everyday AT tools, safe and ethical AI use, and prompt design that supports clarity, structure and participation for a wider range of learners.

The session is suitable for classroom teachers, new teachers, SENCOs, digital leads and school leaders who want to make accessibility part of normal teaching practice.

Three takeaways

1. Understand how assistive technology can support everyday classroom access, independence and participation for all learners
2. Explore how AI can support teachers with clearer explanations, scaffolded resources and inclusive planning when used safely and critically
3. Use a simple PREP plus ACCESS prompt craft approach to design tasks, resources and activities with inclusion built in from the start

Session 2 - Prompting for Inclusion

Presenter: Victoria Hedlund

Victoria Hedlund, known as The AI Bias Girl, researches generative AI bias and pedagogy. She works to raise awareness of bias in AI systems and to develop practical mitigation strategies for equitable AI use in education. Victoria edits *AI Bias in Education*, authored *100 Quick GenAI Prompts for Teachers and Educators*, convenes the Teacher Education AI Network, advises widely on pedagogical AI alignment, and features in forthcoming guidance on the safe and effective use of AI in education from the Department for Education and the Chartered College.



This session is ideal for educators who already use AI, or are beginning to explore it, and want to make their prompt craft more thoughtful, equitable and classroom-relevant.

Aims of the session

Generic AI prompts can create non-specific, one-size-fits-all lesson materials. In this session, Victoria will explore simple but effective prompt tweaks and approaches that help AI use respect a wider range of learners and classroom contexts. Delegates will consider how prompt craft can reduce assumptions, support more equitable planning and shape AI outputs around the actual strengths, needs and experiences of pupils.

Three takeaways

1. Recognise how generic AI prompts can reinforce assumptions about a so-called normal learner
2. Learn practical prompt adjustments that make AI-supported planning more inclusive and context aware
3. Leave feeling more equipped to shape AI outputs around the actual strengths, needs and contexts of pupils

Session 3 – Designing Inclusive Schools with AT and Assistive Technology

Presenter: Luke Harris



Luke Harris is an experienced educational leader in digital transformation and computing strategy. He is Director of Digital Strategy at Bloxham School, where he leads the integration of technology to enhance teaching, learning and whole-school digital culture. With 16 years of industry experience, Luke brings a distinctive blend of technical expertise and pedagogy, translating real-world practice into meaningful classroom impact. He is particularly focused on the responsible use of AI and innovative EdTech to improve student outcomes and support staff development. A regular contributor to national conversations on AI in education, he advocates for ethical, safe and purposeful technology use in schools.

Aims of the session

This session will explore how schools can move beyond using AI and assistive technology purely for SEND support and instead embed them as part of a wider inclusive digital strategy. Luke will consider how AI and AT can remove barriers, increase learner agency and support teachers, while offering practical frameworks for aligning inclusive technology with curriculum planning, staff development and sustainable implementation. Delegates will leave with a clearer sense of how upstream inclusive thinking can become part of whole-school culture, not an add-on.

Three takeaways

1. Understand how to position AI and AT within a whole-school digital strategy that benefits every learner, not only those with identified needs
2. Explore practical examples of how AI and AT can support flexible content creation, multimodal learning and student independence without defaulting to lowering the reading age
3. Consider how to embed upstream inclusive thinking into teaching culture, curriculum planning and digital strategy so it becomes the norm, not the exception

Session 4 – AI for Quality First Teaching

Presenter: Aaron Patching



Aaron Patching is an innovative educator, digital leader, certified Canva Trainer and Canvassador with 13 years of experience across teaching, senior leadership and business. In his current role as Co-Founder of Inventor Club and Lead Practitioner of Digital Learning, he specialises in using AI to drive educational change and enhance teaching and learning through impactful CPD for educators across the country. Aaron is also passionate about inspiring the next generation of resilient problem solvers through design and technology, bringing dynamic insight into how innovation can be built into education and classroom practice.

Aims of the session

This practical session will explore how AI can enhance quality first teaching and planning. Aaron will show how AI tools can support chunking, scaffolding, modelling and the creation of interactive, accessible resources that help teachers design learning more effectively for all students. The session will include examples of how teachers can build or adapt resources around what pupils actually need, rather than being limited by fixed templates.

Three takeaways

1. Learn how AI can strengthen quality first teaching, planning and classroom preparation
2. Explore ways to use AI to improve chunking, scaffolding and modelling for all students
3. See how vibe coding can be used to create interactive and accessible resources, including tools with features such as reading panes, overlays, font options and structured text support.