



# THE USE OF GENERATIVE ARTIFICIAL INTELLIGENCE IN THE PLANNING OF TEACHING PRACTICES IN INCLUSIVE SPECIAL EDUCATION

Denise Flora<sup>1</sup>, Simone Mafaciolli<sup>1</sup>, Walquíria Mendonça<sup>1</sup>, Sabrina Castro<sup>1</sup>, Iasmin Zanchi-Boueri<sup>2</sup>,  
Vitor Gonçalves<sup>3</sup>

<sup>1</sup> Universidade Federal de Santa Maria, Brazil

<sup>2</sup> Universidade Federal do Paraná, Brazil

<sup>3</sup> CITeD, Instituto Politécnico de Bragança, Portugal

# The Inclusion Imperative in Modern Classrooms

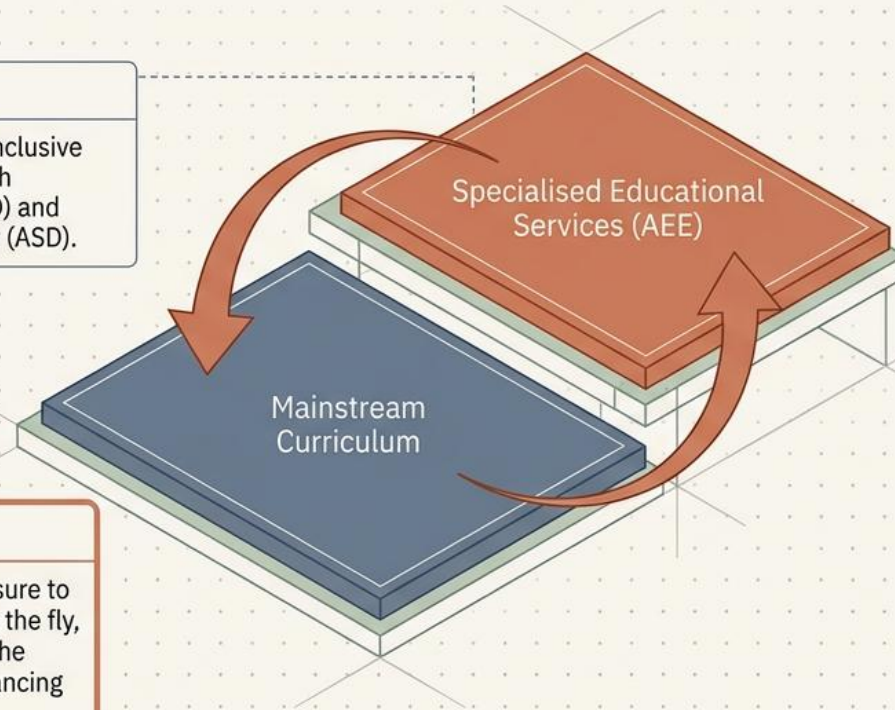
## Introduction

### The Mandate

Brazilian law guarantees inclusive education for students with Intellectual Disabilities (ID) and Autism Spectrum Disorder (ASD).

### The Challenge

Teachers face immense pressure to adapt complex curriculum on the fly, risking either overwhelming the student or inadvertently distancing them from peer activities.

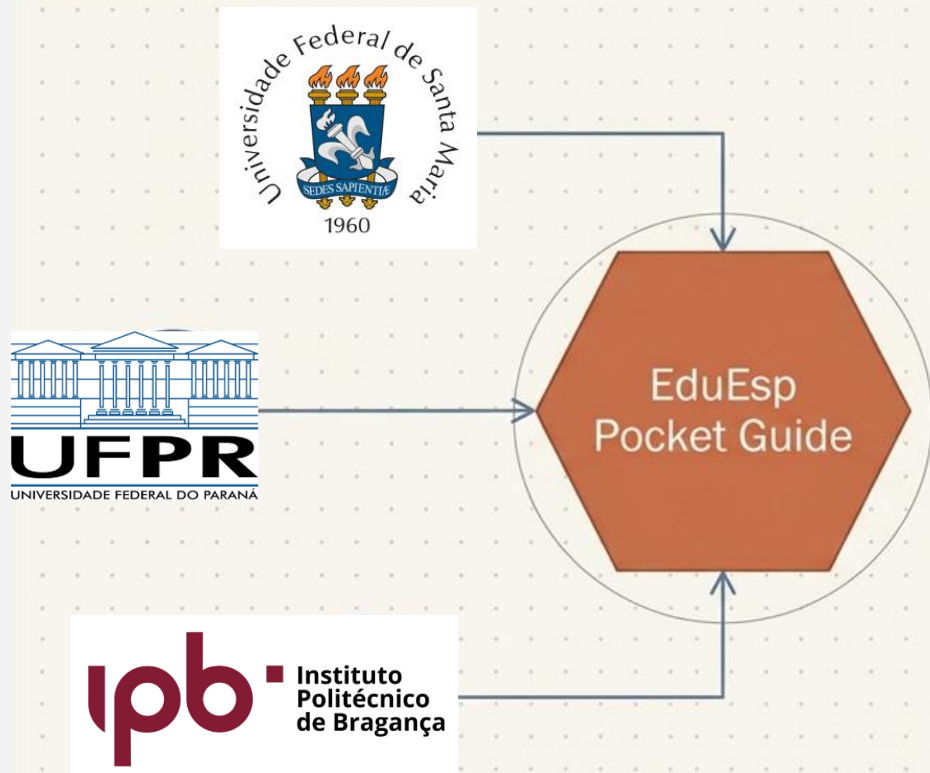


### The Reality

AEE exists to supplement schooling and eliminate barriers, not to replace the traditional classroom.

# Engineering the EduEsp Prototype

## Introduction



## The Initiative

Developed under the Institutional Program for Teaching Initiation Scholarships (**PIBID**) by near-future professionals enrolled in Special Education.

## The Mission

To create an AI-based prototype that acts as a decision-making assistant for teachers.

## The Goal

Personalize instruction for ID and ASD students to ensure inclusive, accessible, and highly efficient pedagogical practices in a digital society.

# The Three Pillars of the Inclusive Classroom

## Theoretical Framework

### Accessible Educational Environments

#### IEP

(Individualized Educational Plan)

Mandatory pedagogical documents that map out the student's specific learning barriers and targeted strategies for both the general classroom and AEE.

#### BNCC

(National Common Core Curriculum)

The foundational academic standards ensuring special education students learn the same core concepts as their peers.

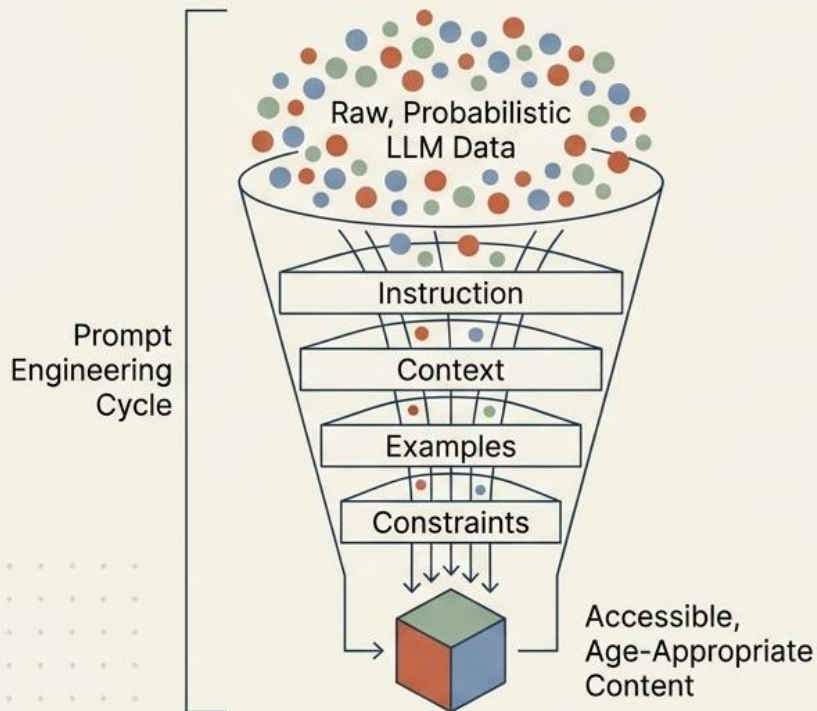
#### UDL

(Universal Design for Learning)

A framework advocating multiple forms of presentation, expression, and engagement to cater to diverse learning profiles.

# Prompt Engineering as a New Teaching Competency

## Theoretical Framework



### The Mechanism



GenAI operates probabilistically, predicting word sequences. Without strict constraints, it can produce inaccurate, biased, or inappropriate outputs.



### The Filter



A well-structured prompt must define the student's exact capabilities, interests, and age.



### The Critical Constraint



Bypassing the default AI tendency to produce childish materials for intellectual disabilities. Treating a 14-year-old like a child leads to profound demotivation.

# The Learner Persona: Rafael's Diagnostic Dashboard

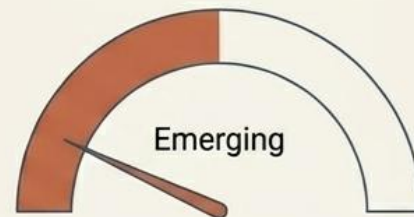
## Methodology



**Rafael**

14-year-old adolescent  
Year 8 of primary school  
Diagnosed with Intellectual Disability (ID)

## Communication



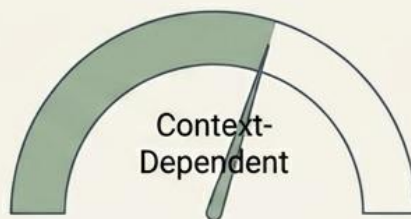
Speaks softly, shy, relies heavily on gestures.

## Reading/Writing



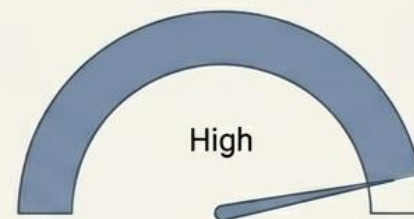
Recognizes letters and numbers  
up to 20.

## Socialization



Keeps to himself at breaks, interacts  
well in small MRR groups.

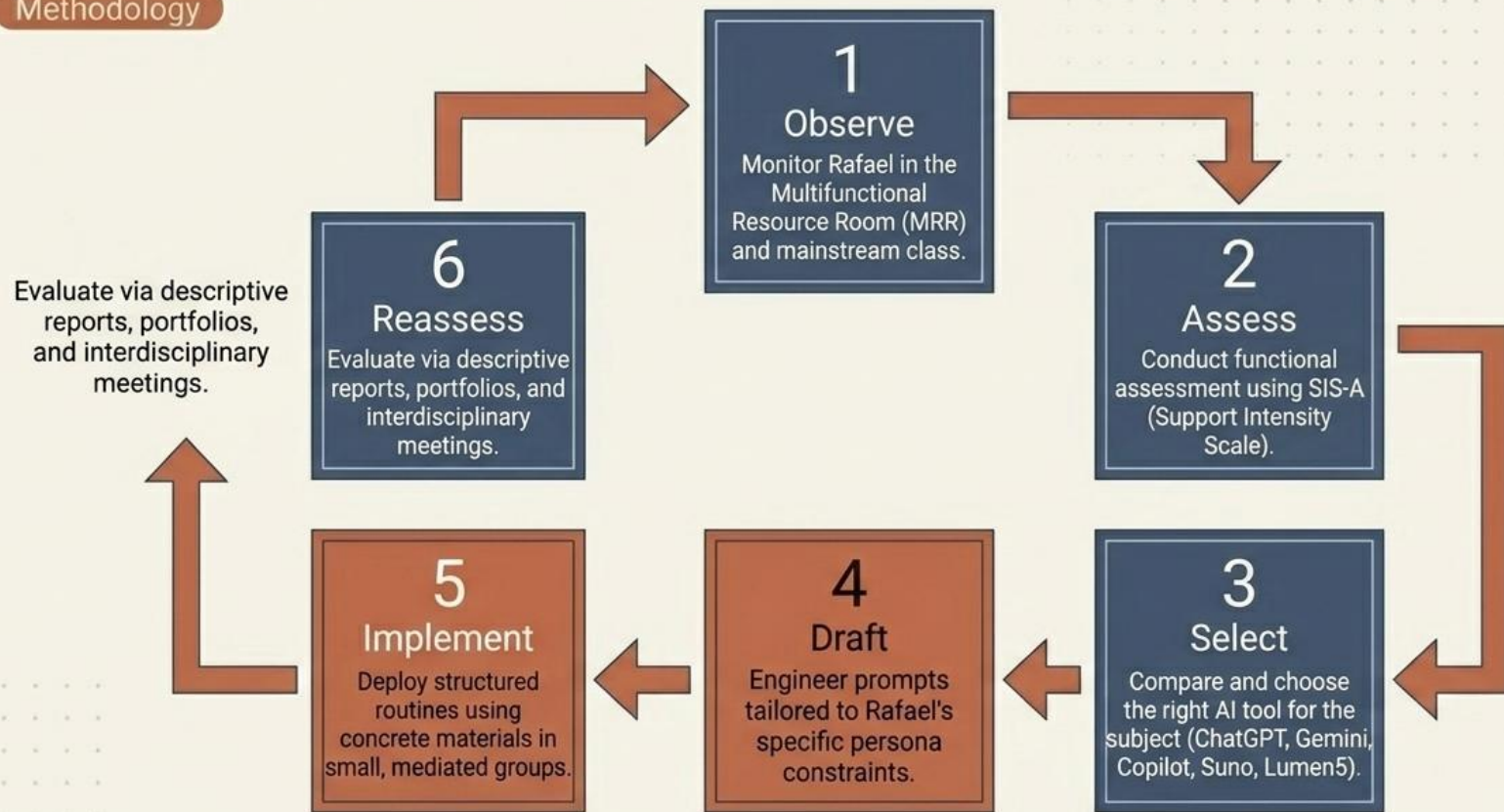
## Independence



Takes care of meals, hygiene, and  
clothing autonomously.

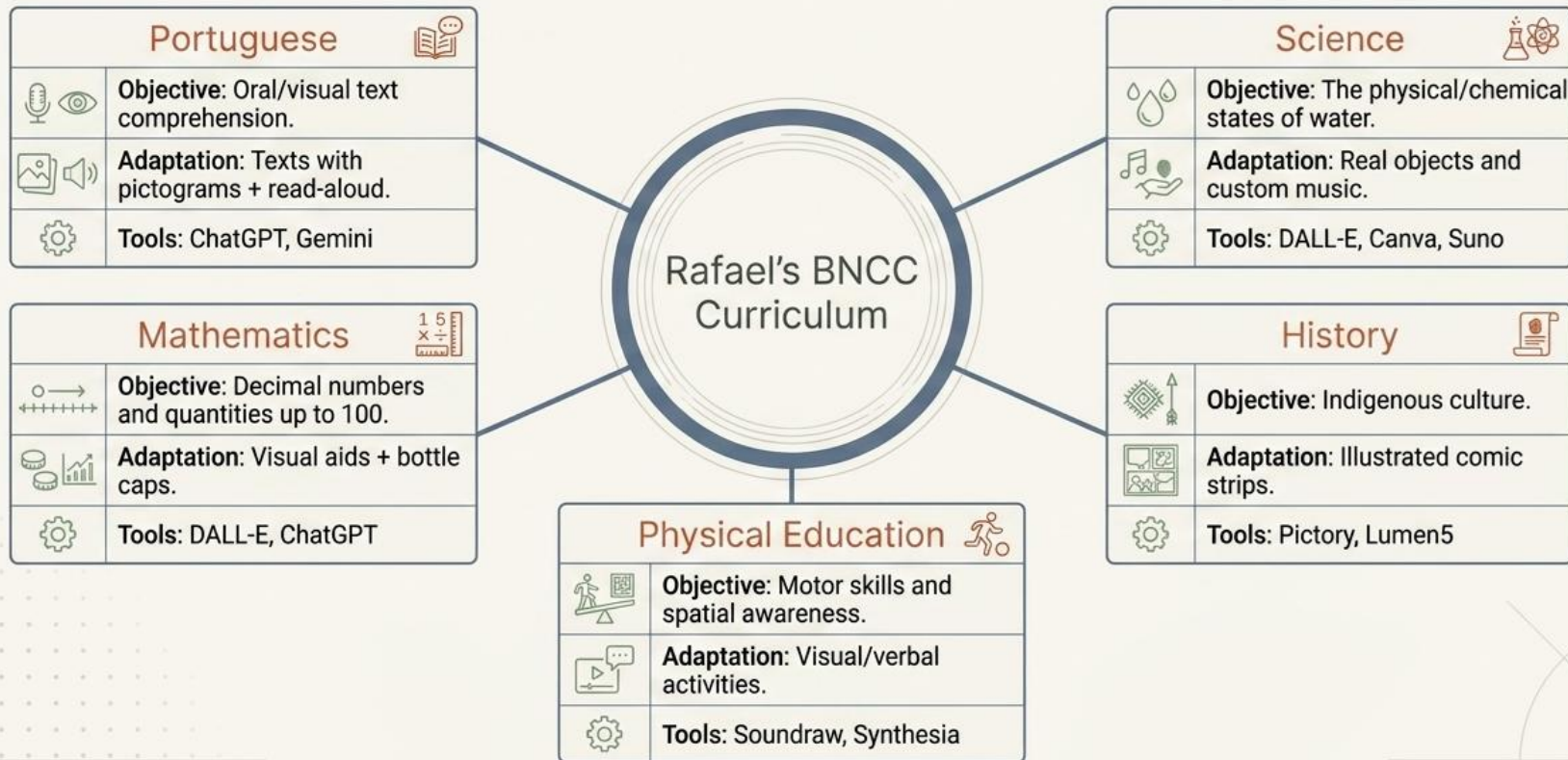
# The Pedagogical Intervention Loop

## Methodology



# The AI Integration Ecosystem

## Results



# From Standard Prompt to Accessible Artifact

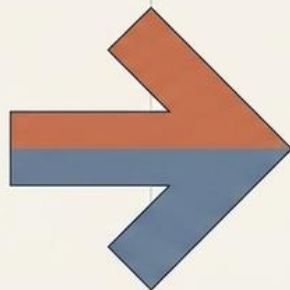
## Results

### The Input (Prompt)

Rewrite text on waste sorting  
using emojis as pictograms...

Short sentences...  
Accessible to a 14-year-old  
with ID.

Organic, Recyclable.



### The Output

1. Organic waste  
-> Food scraps.  
-> Turns into compost.



2. Recyclable Waste  
-> Paper, glass.  
-> Turns into new objects.

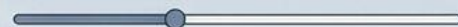


### Portuguese Adaptation

### Science/Suno Adaptation



Constant transformation  
Non-stop  
Water is magic  
Always changing  
From liquid to vapour  
It condenses.



# Diagnostic Matrix: AI Capabilities vs. Ethical Vigilance

## Discussion

### AI Value (Capabilities)

**Gamification:** Transforms static text into highly engaging quizzes, word searches, and comics.



**UDL Execution:** Instantly generates variations of content (audio, pictograms, simplified text) to meet diverse learning profiles.



**Time Optimization:** Drastically reduces administrative burden, freeing teachers to focus on direct pedagogical mediation.



### Ethical Vigilance (Requirements)

**Age-Appropriateness:** Requires constant iterative refinement to prevent the generation of infantilizing, child-like materials for teenagers.



**Bias Mitigation:** Teachers must critically evaluate probabilistic outputs for plausible but inaccurate or biased information.

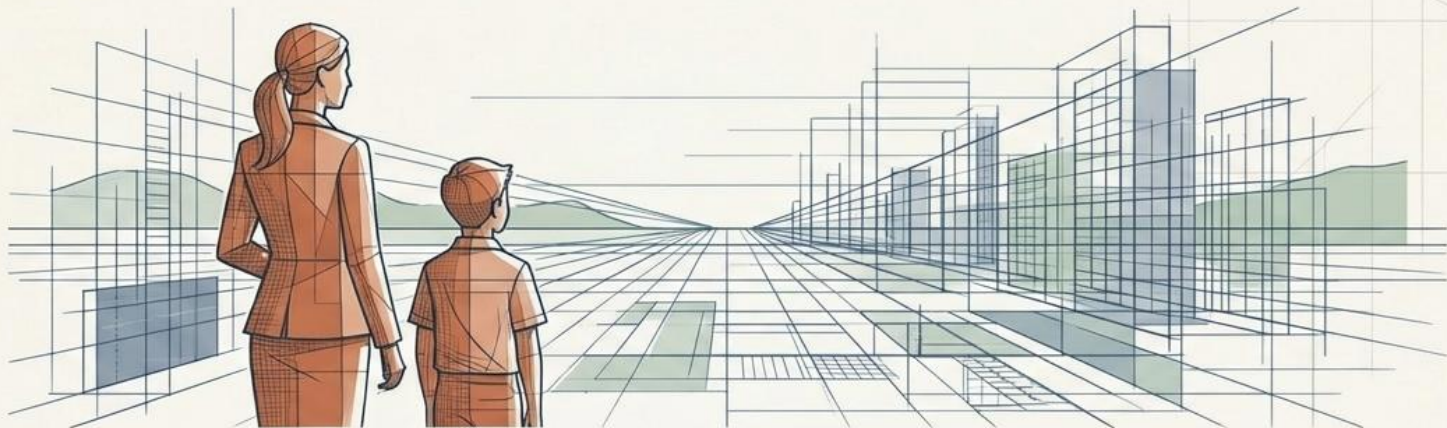


**Human Mediation:** AI cannot operate in a vacuum; it acts as an assistant to human pedagogical authorship, governed by the BAIP.



# Technology as an Ally for Educational Equity

## Final Remarks



### Optimizes Planning Time

AI accelerates the development of Individualized Education Plans (IEPs), enabling educators to prioritize meaningful, in-person interactions.

### Enhances Accessibility

Multi-modal outputs reduce learning barriers and foster greater autonomy, engagement, and self-esteem without distancing students from peers.

### Empowers Future Educators

Training undergraduate teachers to use AI critically ensures the next generation is equipped to build truly inclusive, technology-mediated classrooms.

# Foundational References

## References

Arruda, E. P. (2024). Inteligência artificial generativa no contexto da transformação do trabalho docente. Educação em Revista.

Brasil. (2025). Plano Brasileiro de Inteligência Artificial (BAIP) - IA para o bem de todos. Ministério da Ciência, Tecnologia e Inovação.

CAST. (2018). Universal Design for Learning Guidelines: version 2.2.

UNESCO. (2024). Guia para a IA generativa na educação e na pesquisa. Paris: UNESCO.

Camargo, M. R. da S. (2022). A infantilização na deficiência intelectual: um contraponto para a inclusão social. Sala de Recursos Revista.



International Conference  
**The Future of Education**



**THE USE OF GENERATIVE ARTIFICIAL INTELLIGENCE IN THE PLANNING OF  
TEACHING PRACTICES IN INCLUSIVE SPECIAL EDUCATION**

**Denise Flora** (UFSM, Brazil)  
**Simone Mafaciolli** (UFSM, Brazil)  
**Walquíria Mendonça** (UFSM, Brazil)  
**Sabrina Castro** (UFSM, Brazil)  
**lasmin Zanchi-Boueri** (UFPA, Brazil)  
**Vitor Gonçalves** (CITeD, IPB, Portugal)



# International Conference The Future of Education



## THE USE OF GENERATIVE ARTIFICIAL INTELLIGENCE IN THE PLANNING OF TEACHING PRACTICES IN INCLUSIVE SPECIAL EDUCATION

**Denise Flora** (UFSM, Brazil)

**Simone Mafaciolli** (UFSM, Brazil)

**Walquíria Mendonça** (UFSM, Brazil)

**Sabrina Castro** (UFSM, Brazil)

**Iasmin Zanchi-Boueri** (UFPA, Brazil)

**Vitor Gonçalves** (CITeD, IPB, Portugal)