Questionnaire for educators in teaching digital skills and coding to students/pupils with autism

This survey is within Erasmus+ project Designing Educational Materials and Teaching Digital Literacy to Individuals with Autism-DEMTeDLIA.

The general objective of the project is to train educators for individuals with autism to become capable for teaching individuals with autism digital literacy and coding and be able to provide guidance for enhancing the potential interest for STEM careers and employability of these individuals, thus enhancing the capacities of the education and training settings that support the individuals with autism so they can acquire relevant skills for the labour market in the future.

This questionnaire aims to gather insights from educators on their experiences, challenges, and best practices in teaching digital skills and coding to individuals with autism. Your responses will help improve teaching strategies and develop more effective resources.

1. How long have you been teaching students/pupils with autism in digital literacy, coding or STEM subjects?

- Less than 1 year
- 1-3 years
- 4-6 years
- More than 6 years

2. What age group(s) do you teach?

- Preschool
- Primary School
- Secondary School
- Higher Education
- Vocational Education and Training (VET)
- Adult Education

3. What adaptations do you use when teaching? *(Select all that apply)*

- Use of visual supports (e.g., diagrams, color coding)
- Breaking tasks into smaller, structured steps
- Allowing extra processing time
- Providing a quiet, low-stimulation environment
- Other (please specify)

4. Do you involve parents or caregivers in the education of students/pupils with autism?

- Yes, frequently
- Yes, occasionally
- No

5. How frequently do you collaborate with other professionals (e.g., special education teachers, speech therapists, psychologists) in your lessons for students/pupils with autism?

- Frequently
- Occasionally
- Rarely
- Never

6. Do you think there is enough training available for teachers on teaching digital literacy , coding or STEM subjects to students/pupils with autism?

- Yes
- No
- Unsure

7. In your opinion, what additional resources or support do you need to effectively teach individuals with autism? *(Select all that apply)*

- Access to assistive technology
- Collaboration with specialists
- Additional teaching materials
- Autism-friendly digital tools and software
- Smaller class sizes or one-on-one support
- More funding for technology and classroom resources
- Parent and caregiver involvement in education
- Peer mentoring or social skills support for collaborative learning
- Other (please specify)

8. What do you think is the most important factor for success in teaching to students/pupils with autism?

- Personalized support
- Structured learning environment
- Visual aids
- Peer collaboration
- Other (please specify)

9. How do you see digital and coding skills benefiting students/pupils with autism in terms of future career opportunities?

- Increases career readiness
- Develops problem-solving skills
- Builds independence
- Other (please specify)

10. Do you believe that digital literacy and coding education could help students/pupils with autism in social settings outside of school?

- Yes, greatly

- Yes, somewhat
- No
- Unsure

11. How do you incorporate feedback from students/pupils with autism to improve lessons?
- Conducting surveys
- Asking for verbal feedback during lessons
- Observing their engagement levels
- I don't use them
- Other (please specify)

12. What digital skills do you focus on the most? *(Select all that apply)*
- Internet safety and responsible use
- Identifying reliable online information
- Using communication tools (email, messaging, video calls)
- Basic computer skills (typing, using software, navigation)
- Assistive technology for accessibility
- I don't use them
- Other (please specify)

13. What strategies have you found most effective in teaching to students/pupils with autism? *(Select all that apply)*
- Visual aids and step-by-step guides
- Gamified learning or interactive activities
- One-on-one instruction and personalized support
- Social stories or real-life scenarios
- I don't use them
- Other (please specify): _____

14. What are the main challenges you face when teaching digital skills to students/pupils with autism? *(Select all that apply)*
- Difficulty maintaining attention and engagement
- Understanding abstract digital concepts
- Limited availability of autism-friendly digital tools
- Safety concerns related to internet use
- I don't use them
- Other (please specify): _____

15. What additional resources or support would help you to teach digital literacy and coding more effectively? *(Select all that apply)*
- Specialized training or professional development
- Autism-friendly educational software/tools
- More assistive technologies and adaptive materials

- Collaboration with other educators and professionals
- I don't use them
- Other (please specify): _____

16. Which programming languages or coding tools do you primarily use in your classroom? *(Select all that apply)*

- Scratch
- Python
- JavaScript
- Blockly
- LEGO Robotics
- I don't use them
- Other (please specify)

17. In your opinion, which of the following teaching strategies could best support students/pupils with autism in coding? *(Select all that apply)*

- Explicit instruction
- Scaffolding
- Visual supports
- Peer collaboration
- Hands-on activities
- Individualized learning plans
- Other (please specify)

18. What do you think is the biggest challenge in teaching digital literacy and coding to students/pupils with autism? *(Select all that apply)*

- Executive functioning challenges
- Engagement and motivation
- Attention or focus issues
- Lack of engagement or motivation
- Sensory sensitivities
- Fine motor difficulties
- Multi Step problem-solving
- Other (please specify)

19. Would you be interested in participating in workshops or training programs for improving your teaching skills on digital literacy and coding for individuals with autism?

- Yes
- No
- Maybe

20. What types of educational materials do you currently use when teaching digital literacy and coding to students/pupils with autism? (Select all that apply)

- Printed worksheets and guides
- Digital interactive tools (e.g., apps, websites)
- Video tutorials
- Step-by-step coding exercises
- Gamified learning platforms
- Hands-on activities (e.g., robotics, physical computing)
- Other (please specify)

22. What features do you think are most important in educational materials designed for students/pupils with autism? *(Select all that apply)*

- Clear and simple instructions
- Visual supports and diagrams
- Interactive elements (e.g., drag-and-drop, gamification)
- Step-by-step structured learning paths
- Customizable content for individual needs
- Audio instructions or text-to-speech options
- Other (please specify)

23. What challenges have you encountered with existing educational materials when teaching digital literacy and coding to students/pupils with autism? (Select all that apply)

- Lack of autism-friendly resources
- Overly complex instructions
- Limited engagement or motivation from students
- Materials not adaptable to individual learning styles
- Insufficient interactive or hands-on components
- Other (please specify)

24. Have you been involved in the development of educational materials specifically designed for students/pupils with autism?

- Yes
- No, but I would like to be
- No

25. How would you like to contribute to the development of educational materials for teaching digital literacy and coding to students/pupils with autism? (Select all that apply)

- Providing feedback on existing materials
- Sharing best practices and teaching strategies
- Helping design new educational materials
- Other (please specify)

26. What additional support or training would you need to effectively use or develop educational materials for teaching digital literacy and coding to students/pupils with autism? (Select all that apply)

- Training on how to adapt materials for autism-specific learning needs
- Access to a repository of autism-friendly digital literacy and coding resources
- Guidance on using assistive technology in digital skills education
- Collaboration with specialists to co-create resources
- Other (please specify)

Thank you for your participation.