Newsletter 1

Project Presentation

April 2022

Background

In order to comply with the new digital society requirements, integrating STEAM disciplines into education programs through interdisciplinary approaches leads to meaningful learning (Conde et al. 2019, Bati et al., 2018). Indeed, blending STEM disciplines with art, enhances learners' inquiry skills, problem solving processes and creative thinking, by encouraging hands-on experiences and gaining real-world knowledge into the classroom setting (Psycharis, 2018).

Access to high quality, developmentally appropriate STEAM education for learners, starting from the early childhood, is important since preschool children have a natural disposition toward science with their sense of curiosity and creativity (DeJarnette, 2018).
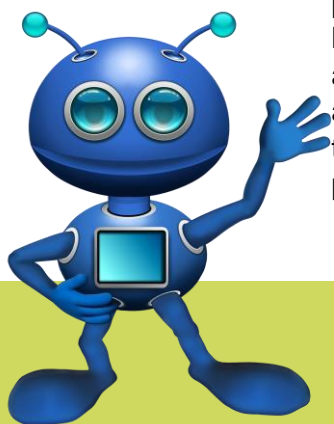
Preschool children present a natural readiness to predict, explore, hypothesize, analyse and generate ideas on how the world around them works.

They are ready to be introduced to STEAM education, but are their teachers equally ready to implement STEAM in their classrooms?

This lack of STEAM training for early childhood teachers brings new urgency for quality professional development to acquire the knowledge, skills and key competences to incorporate STEAM education in the early childhood classroom.

Aim of the project

To address this challenge, STEAMERs project comes to build a STEAM training program for pre-primary teachers focused on the skills and key competences needed to develop positive attitudes towards STEAM, overcome their fears, and increase their self-efficacy and confidence to bring innovative STEAM teaching with their pre-schoolers.

STEAM and Educational Robotics in Pre-primary Education

Erasmus+ Programme

Cooperation partnerships in school education

Reference number 2021-1-FR01-KA220-SCH-000030010

Project period

01.11.2021 – 31.10.2022

Project Results

Result 1: The STEAMERs Compendium:

A complete report that will identify the training needs of pre-primary school teachers in terms of skills and key competences development to effectively carry out STEAM education with their pre-schoolers and also identify current trends in each partner country.

Result 2: The methodological Training Course:

This will include Curriculum for pre-primary school teachers that will contain practical guidance for developing the skills, knowledge and key competences identified on R1 by using various activities.

Result 3: An e-Learning platform:

Promoting online learning actions and resources and virtual cooperation, communication and experimentation, combining virtual and blended learning opportunities for the target group. It will include the training course online, technical design of the course, self-assessment, implementation of testing and finalisation.

Project Partnership

Coopérative pour le Développement de la Créativité et de l'Innovation (France) –
www.borealinnovation.com
STANDO LTD (Cyprus) - www.standoutedu.com
Centrum Edukacyjne EST (Poland) - www.est.edu.pl
AKATA MAKATA (Greece) - www.akatamakata.eu
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