Why STEAM & Robotics?



Independent Thinking

Children are given room to think, evaluate, and determine how to best achieve their goals and complete projects



Encourages curiosity

investigation, answering questions and solving problems, often involving experimentation and exploration.

Comprehensive Approach

Interdisciplinary approach, encouraging creativity and imagination.

Advantages

- encourage hands-on experiences
- and
- gain real-world knowledge into the classroom



STEAMERs

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 S – NIPIAGOGEIO MARIA AX. VAIOPOULOU (Greece) – www.akatamakata.eu Scoala Primara EuroEd (Romania) – www.euroed.ro Igor Vitale International srl (Italy)

www.steamersproject.eu



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STEAM and Educational Robotics in Pre-primary Education

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STEAM/ER education

STEAM

includes all activities connected with Science, Technology, Engineering, Arts and Mathematics.

Educational Robotics

is a discipline designed to introduce students to Robotics and Programming interactively from a very early age.



Project Results

R1 STEAMERs Compendium

Report on the training needs of preprimary school teachers in terms of skills and key competences development to effectively carry out STEAM education.

R2 Methodological Training Course

Curriculum for pre-primary school teachers on STEAM/ER education.

R3 An e-Learning platform

Online learning actions and resources and virtual cooperation, communication and experimentation, combining virtual and blended learning opportunities for the target group.

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Aim of the project

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.

