

Newsletter 3

October 2023

Finalizing our project

The STEAMERs project is about to end.

On the last stages, we completed piloting of the teaching scenarios used for the STEAMERs training guide and working of functionalities of the e-learning platform, where you can find our online course for those pre-primary and primary teachers who would like to know more about STEAM methodology and use our materials.

All the project results, including the STEAMERs Compendium released earlier and the entire online course, are free to use. If you'd like to join the course, just simple registration is required. You can start it here:
<https://steamersproject.eu/elearning/>

We wish you and your students a fruitful journey to discover new worlds with STEAM map.

The STEAMERs team



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 – 31.10.2023



Funded by
the European Union

LESSON PLAN	
Algorithm vs. Program How do we have to communicate with a robot to make it understand us?	
Summary	
Date	xxx
Total duration	3 hours
Subject	Students will learn, without a computer, the concepts and the difference between an algorithm and a program. Using colors and shapes
Year Group or Grade Level	5 years old
Main topic	Students will learn the differences between algorithm and program and what are they used for. They will also learn how to write, interpret and analyze simple algorithms and programs. All this using the shapes and colors
Subtopics or Key concepts	<ul style="list-style-type: none"> What we can use an algorithm for. Examples of algorithms Why we need to develop a software program Express algorithms using a symbolic language
Learning Objectives	<ul style="list-style-type: none"> What is an algorithm used for and how can it be applied to an everyday action What is a program and what is it for? The difference between algorithm and program The order of the instructions in an algorithm is important There can be more than one valid solution to perform the same action
Material needed	<ul style="list-style-type: none"> blackboard pencils Crays of different colours chalks of different colors sheet of paper the worksheet attached to this lesson (one copy for each group)

Project Results reminder

On our service you'll find Curriculum for pre-primary school teachers that contains practical guidance for developing the skills, knowledge and key competences within STEAM methodology.



The STEAMERs Compendium is a comprehensive report that identifies the training needs of pre-school teachers in terms of developing skills and key competencies to effectively deliver STEAM education with pre-school children and also identifies current trends in each partner country.



Project Consortium

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
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