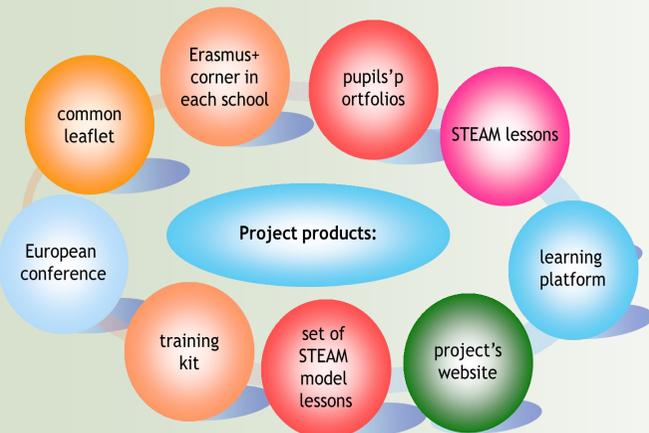
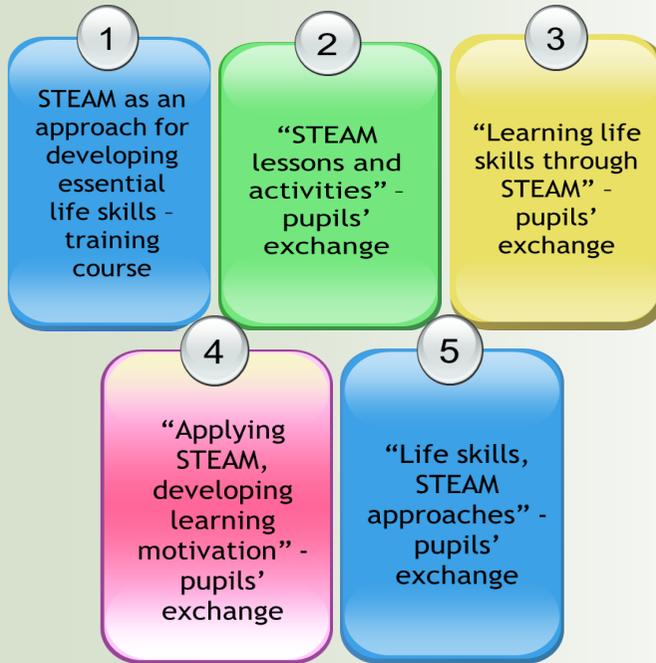




Co-funded by the
Erasmus+ Programme
of the European Union

Activities to be developed in partnership



*Learning how to learn
is one of the most
important skills in life*
-Norma Fauziyah

What is STEAM?

STEAM is a curriculum based on the idea of educating students in five disciplines - science, technology, engineering art and maths - in an interdisciplinary and applied approach. Rather than teach the five disciplines as separate and discrete subjects, STEAM integrates them into a cohesive learning paradigm based on real-world applications, this way it stimulates pupils' learning motivation. Pupils' participation in active learning can strengthen relationships within the school, improve the classroom climate, accommodate a variety of learning styles and provide alternative ways of learning.

Main specific life skills

- Problem-solving Skill
- Decision Making Skill
- Critical Thinking Skills
- Creative Thinking
- Communication Skills
- Self-awareness
- Stress Management
- Empathy
- Social Skills and Interpersonal Relationship

**Education is not the
learning of facts,
but the training of
the mind to think.**

— Albert Einstein

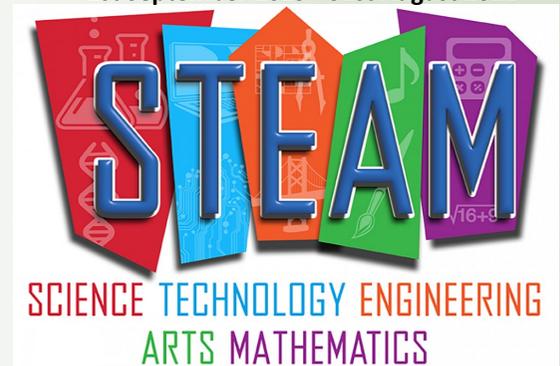


Erasmus+ project:

Strategies for Teaching, Education And learning Motivation by STEAM (Science, Technology, Engineering, Art and Maths) approach

No. 2019-1-RO01-KA201-063054

1st September 2019 - 31st August 2021



PARTNER SCHOOLS:

- SCOALA GIMNAZIALA NR. 10
SUCEAVA, ROMANIA



- SCOALA GIMNAZIALA
OSTRA, ROMANIA

- AGRUPAMENTO DE ESCOLAS
BOA ÁGUA, SESIMBRA,
PORTUGAL



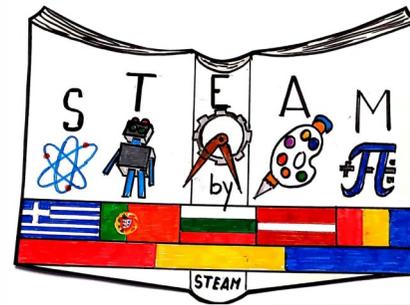
- JUODSILIU SILO
GIMNAZIJA, VILNIUS,
LITHUANIA



- GYMNASIO IOLKOU,
VOLOS, GREECE



- SU KONSTANTIN KON-
STANTINOV, SLIVEN,
BULGARIA



PROJECT OBJECTIVES:



- ◆ to develop teachers' skills to plan and do lessons in a STEAM vision, through a training course on this topic
- ◆ to applying the STEAM approach, by the teachers, in lessons designed by themselves and by the partners
- ◆ to create the framework of developing essential skills for pupils, using STEAM as a pathway, through lessons delivered in the schools by teachers from the partner schools
- ◆ to develop a collection of ready-to-use STEAM professional development materials for teachers (lesson plans, games), uploaded on an on-line platform.

PROJECT AIM

The project aim is to increase pupils' motivation to learn and their school results in the partner schools, using STEAM as a way to develop essential skills, such as: pro-active attitude, problem solving abilities, creativity, multitasking, initiative, anticipative capacity, teamwork, empathy, through exchanging experiences and good practices.

