



7th NEWSLETTER of the STEAMitUP PROJECT

20 & 21 April 2021: Online STEAMitUP C1 Staff Training Discussing about ideas and the learning content of the STEAMitUP e-learning platform

Training is about how to use the STEAMitUP Toolkit and e-Learning Platform that includes methodology and blended modules with gamified characteristics. The e-Learning Platform contains 6 modules, with presentations, activities and sources.

STEAM Education



Integrating STEAM



Science & Technology



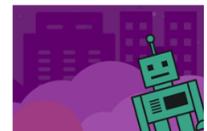
Maths & Engineering



Arts



Robotics & Coding



From interviews we conducted for the development of the STEAMitUP framework, we selected the following excerpts that are relevant to the training philosophy:

"It is important at the level of general methodology, despite the differences that may exist, and the difficulties faced, that during STEAM activities: knowledge should make sense for each student personally, should correspond to students' situations, experience and real life, should be historically interconnected and should provide a perspective. *Why is what I do useful?* In the approach that we have taken, there is a pedagogical and human dimension. Both of these are very important to having all of this chain of knowledge and competences, the result of the spiral development of knowledge, and to have it emerge as a composition and one in which the student feels that they have participated." ([P. Sotiropoulos](#), Mathematician at European School III of Brussels)

"...Let's consider how many things we learned by playing. We were creatively involved in solving authentic problems where conditions, factors and any kind of constraints (social, technical, environmental, etc.) were taken into account through a process of designing, developing and completing a project. These activities involve engineering, technology, mathematics and natural sciences. Instead of examining the branches as distinct fields, this approach performs better through an interdisciplinary perspective, where learning is less fragmented and is done by assimilating knowledge from different sources and fields, while making good use of them in different, alternative and innovative ways." ([T. Ladias](#), Researcher & School Coordinator at University of Ioannina)

"Students enjoy themselves during STEAM activities for so many reasons: e.g. they have the opportunity to achieve a collaborative approach to each issue, they have the ability to understand why and not just how, they realized this as a holistic approach to everyday life in a documented way. In other words, they are actively involved, making their own decisions and are not passive recipients. Shouldn't this be the learning process?" ([O. Manouri](#), Natural Sciences Coordinator at Doukas School, Biology & Chemistry Teacher)

"Today, everyone is specialized, even in education. The subjects taught by teachers in primary education cover a wide range of topics whereas in the last grades of high school, teaching becomes very specialized, aiming for the final exams. Nowadays, everyone is focused on his scientific field, so there is a problem approaching science holistically. As far as one's abilities are concerned, it should be a prerequisite for teachers to be informed. Additionally, teachers should desire to improve and change the way they teach and update their methodologies." ([M. Kousloglou](#), Physics Teacher, 3rd Junior High School of Kavala)

Note: The English version of these interviews could be found at the [IO1 National Report - Greece](#).



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