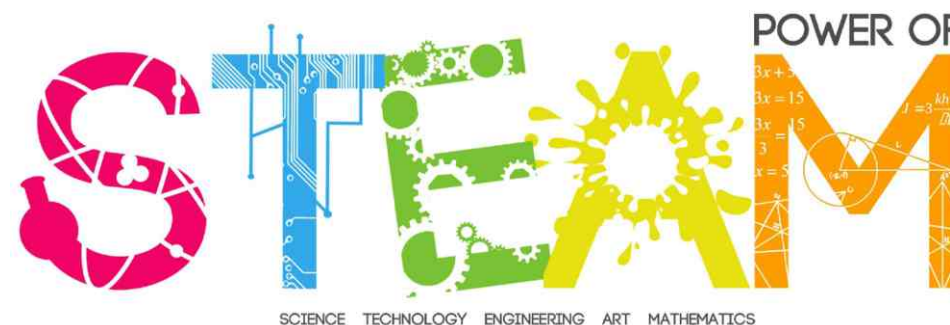


Partnership

8 partners from 4 different European countries are involved in the project:

-  University of Turku (Finland)
-  Rieskalähde Junior High School (Finland)
-  Sint-Lievenscollege Ghent (Belgium)
-  Tallinn University (Estonia)
-  Tamsalu Gymnasium (Estonia)
-  EU-Track (Italy)
-  Istituto Comprensivo "Maria Montessori" (Italy)
-  Pixel (Italy)



ART + science = PROGRESS

For information please contact:



G.A. STEM Project Team
 G.A.STEM.project@gmail.com
<https://www.facebook.com/GameArt.STEM/>

G.A.
STEM

Project Portal
<https://gastem.pixel-online.org/>

ART AND MINI-GAMES COURSE



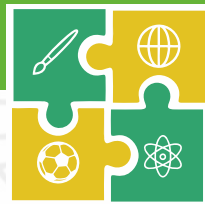
Co-funded by the
 Erasmus+ Programme
 of the European Union

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Project Number: 2018-1-FI01-KA201-047215

G.A. STEM Enhancing STEM skills through arts and mini-games

The G.A.STEM project is funded, by the European Commission through the Finnish National Agency for the Erasmus+ Programme, with the aim to improve motivation in scientific study through the use of "Art-works" supporting student creativity development and more awareness of their applications in everyday life.



G.A.
STEM

DESCRIPTION

In the framework of the G.A.STEM project, the partnership created a training course, addressed to teachers and students, aiming to test G.A. STEM methodology and tools, making the study of Mathematics and Science more interesting and creative, transforming a possibly difficult situation into a simpler, more dynamic, flexible, surprising, engaging and intriguing one to foster students' curiosity. Through the G.A. STEM piloting activity, the students (13-16 years-old) will improve mathematical and science understanding through the use of the art-works and the mini-game setting design.

COURSE OUTLINE

The ART and Mini-Games Course is constituted of two main parts:

First part: training of the teachers involved in the piloting phase. It will be structured into n. 4 modules (duration n. 30 hours), designed on the results of the research report:

1. Improving STEM skills using the ARTs;
2. Combining ARTs and game for STEM;
3. Working with game mechanics and game scenarios;
4. The piloting phase: how to implement project tools and methodology.

Second part: the trained teachers will test the G.A. STEM methodology with their students, who will realize a project work on their mini-game concept design, combining STEM subjects and art-works following the G.A. STEM methodology.



DELIVERY METHOD

Delivered by a G.A.STEM Learning Environment through multimedia lessons, guidelines, games scenarios and lecture notes. All materials are available in English. At the training end, teachers will receive an attendance certificate.

Login to G.A. STEM Platform

Username:

Password:

Forgot your password? Please, contact

G.A.STEM.project@gmail.com



PREREQUISITES

- English knowledge (at least B1-B2)
- Full time employee for at least one year in the school.

For the enrolment and for any further information, please contact us:
G.A.STEM.project@gmail.com.