



Encouraging Students To Enhance Their STEAM Skills In Order To Address Real-World SDG-Related Challenges

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1st Newsletter – May 2024



Igniting STEAM for a Sustainable Future

What's Happening?

Our Erasmus+ project, STEAMinSDGs, is off to a fantastic start! We're bridging STEAM education with the Sustainable Development Goals (SDGs) to empower students as active, responsible citizens. Here's what we've accomplished:

Milestones Reached

We explored how teachers can inspire students to connect STEAM with SDGs. Highlights include:



Kick-off Meeting in Poland

Our first Transnational Project Meeting brought partners together to set the stage for this innovative initiative. Ideas sparked, plans were set, and teamwork took center stage.

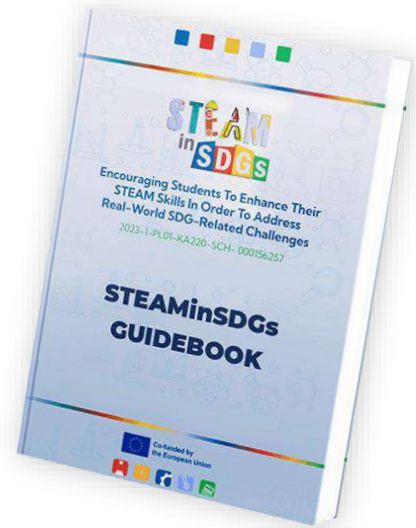




What Are We Working On?

STEAMinSDGs Guidebook

A comprehensive resource for teachers, offering strategies to connect STEAM skills with SDGs through Augmented Reality (AR) and the "learning by design" approach.



EU Project Showcase

We're developing a dynamic online repository to highlight innovative EU-funded projects in STEAM and SDGs.

Explore it here:

www.steaminsdgs.eu/project-showcase



www.steaminsdgs.eu

Partners



Primary School No. 2 in Proszowice
(Poland, Coordinator)



CEIP SAN ANTONIO
(Spain)



Tamsalu Gymnasium
(Estonia)



E-SCHOOL EDUCATIONAL GROUP
(Greece)



LATVIJAS UNIVERSITATE
(Latvia)



Formative Footprint
(Spain)