DESCRIPTION

SteAm4SEN project aims at enhancing schools' capacity of providing students with inclusive STEAM education **(Science, Technology, Enginnering, Arts and Maths)** and enriching their learning experience and employability opportunities

Web Site:

www.steam4sen.eu

Facebook:

www.facebook.com/ STEAM4SEN/

PARTNERS

Partner	Name	Country
AEEN	Agrupamento de Escolas Emí´dio Navarro	Portugal
EI	Eagle Intuition - Formaçao e Consultadoria Unipessoal Lda	Portugal
MCAST	Malta College of Arts Science and Technology	Malta
DIMITRA	Dimitra Education & Consulting	Greece
NANRU	Natsionalna Asotsiatsia Na Resursnite Uchiteli	Bulgaria
KSDP	Kauno Simono Daukanto progimnazija	Lithuania
IIS F. CAFFE`	Istituto Istruzione Superiore "Federico Caffe"	Italy
EFFEBI ASSOCIA-TION	Finance & Banking, Associazione per lo Sviluppo Organizzativo e delle Risorse Umane	Italy

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

Cooperation for innovation and exchange of experience and know-how among Strategic Partnerships in school

Inclusive and innovative STE(A)M education for students with special education needs

Project id: 2019-1-PT01-KA201-060762

2019-2022

PROJECT GOALS

🔲 Integrate Innovative educational approaches in teaching STEAM subjects

🔲 Support schools in the field of teaching STEAM in particular to students with SEN

🔲 Developing educational materials and guidelines for managers, teachers and students

🔲 Engage students, especially those with SEN, to acquire appropriate knowledge and skills in STEAM subjects, mainly related to robotics

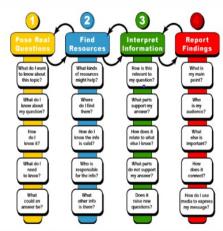🔲 Give students universally accessible learning experiences with an international dimension

METHODOLOGY

EBL Approach:
The methodology rests on the **Enquiry-Based Learning (EBL).**

EBL allows the creation of an environment where learning process is driven by enquiry approach owned by the student who asks questions and encouraged by the teacher who is the 'facilitator'.

Such an approach will guarantee that knowledge is more readily retained because of its experiential acquisition

The Enquiry Process

ROBOTICS LABORATORY

This activity will provide experiential learning through an innovative pedagogical practice based on robotics, allowing students to experiment and acquire new skills, and study in a learning environment based on collaborative practices, thus facilitating inclusion and cooperation within all students.