

# DISCOVERING MY STEAM CAREER



## AIMS

- To introduce pupils to STEAM disciplines
- To increase motivation and interest for pupils to pursue STEAM-related careers
- To develop pupils' 21st century skills
- To encourage pupils to be involved in Experiential Learning, Discovery learning, Inquiry based learning and Project based learning with various STEAM activities
- To improve pupils' skills of creativity, critical thinking, collaborative problem solving
- To increase pupils' ability to use web 2.0 tools
- To enhance pupils' foreign language skills.

## WORK PROCESS

### JANUARY-FEBRUARY

- Introducing the pupils, teachers and schools;

-Choosing the project LOGO.

### **MARCH-APRIL**

- Doing simple science experiments and creating digital posters about them;
- Conducting simple robotic/coding activities and creating animation videos;
- Celebrate STEM DISCOVERY WEEK.

### **MAY**

- Celebrate EUROPE DAY;
- introducing STEAM careers/biographies and creating animation videos/interviews;
- Evaluation of the project by pupils and teachers.

## RESULTS

We expect the following results:

- 1) Increased motivation and interest in STEAM-related subjects in school.
- 2) Increased self-confidence in STEAM projects.
- 3) Gains in 21st century skills, including communication, teamwork, and analytical thinking
- 4) Gains in knowledge about STEM careers.
- 6) Increase in computer and technology skills, especially web 2.0 tools
- 7) Increased general knowledge and practice of science experiments and robotic/coding works.

## COUNTRIES INVOLVED

**France**

**Spain**

**Portugal**

**Poland**

**Italy**