

## Twitter Thread by Let's STEAM



**Let's STEAM**

[@lets\\_steam\\_eu](#)



[DAY 14/24]

**#ChristmasIsComing** ■

This week, let's focus on inspiring activities and projects handled by our partners■■■■■■■■■■!

Today, get super #creative thanks to [@RETROSTEM1](#) and discover #programming, #electronics and #robotics through the use of a #retro #gaming #console! ■■



The [@RETROSTEM1](#) project focuses on the achievement of 3 main aims:

■ Enhance #creativity, motor skills, #problemsolving, self-direction, #collaboration, and other life skills

➡ ■ Through #reading, #writing, #maths, and instil business principles and #STEM knowledge

■■■Improve #digital skills of teachers

→■■Prepare them for the advent of #IoT, #Industry40 and game-based learning.

■■■■Promote important #K12 concepts

→■■Allow school teachers and students discover #programming, #electronics and #robotics through the use of a retro-gaming console and hands-on #educational #games.

At this stage, you can discover the very ambitious and high-quality results of the project, enabling to develop #DIY and #teaching in #programming activities at school

→■■ <https://t.co/l7GTTb79ZM>

■■■RETROSTEM Console

A #DIY #computer to be assembled by the teachers and the kids in the classroom and used for supporting the curriculum and practical applications.



■■Teachers Guide

How to build, configure and use #gaming #consoles in the classroom for teaching kids programming through the creation of games on Minecraft Pi version.

→■■Download the guide

<https://t.co/UzJjgeAOmj>

### ■■■ Training Modules

A curriculum with modules, including unit plans, for using #Minecraft Pi with the console in the classroom and explaining how to use DIY Kits to build physical gadgets to be used with the games or other electronic gadgets

➡ ■ <https://t.co/l7GTTb79ZM>

### ■■ Learning Motivational Environment

Delivering the curriculum in a #social learning environment using #motivational workflows and #gamification mechanics and recognition of the acquired skills and achievements based on #OpenBadges

➡ ■ <https://t.co/SIMMVMUn9m>

And so much more on the project website

➡ ■ <https://t.co/exgiGAYYuJ>

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Within @RETROSTEM1, our partner #EllinogermanikiAgogi is involved ■ EA has a very strong vision-generated interest and rich research and development activity in the fields of #inquirybased education, #projectbased learning and #STEM in combination with #digital learning tools

Congratulations to the whole consortium for this amazing work!!! ■■■

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