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/UzJjqeAOmj

■■■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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