



STEM Labyrinth

STEM Labyrinth as a method

for increasing the level of knowledge through problem solving

Project number: 2020-1-PT01-KA201-078645

1st NEWSLETTER – MARCH 2021



1st NEWSLETTER – MARCH 2021

About the project

The Erasmus+ project **STEM Labyrinth as a method for increasing the level of knowledge through problem solving** will introduce a new and innovative approach in STEM education, to be followed and used as an additional teaching material. This innovative STEM Labyrinth Method and its Mobile Application will create a transformative educational experience for high school students. The real-life problem scenarios will be deployed with the help of the mobile application that will empower students for higher-order thinking. Students can really get to grips with the real-world based application of what they learn and become inspired to take their studies beyond the classroom.

www.stemlabyrinth.com

fb: [STEMlabyrinth](https://www.facebook.com/STEMlabyrinth)

The European Commission support for the production of this publication does not constitute an endorsement of the contents which reflects the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



AIMS

Objectives of the project:

- empower youth and students to be problem solvers and innovative thinkers through science and technology
- train students in using technology
- enable and motivate students to learn STEM topics by immersing themselves in interactive apps
- implement new teaching methods and materials that will encourage STEM teaching
- conduct progressive series of curricula developments
- provide teacher training to better improve content delivery
- develop course plans and teacher training courses for STEM

TARGET GROUPS

The primary target audience include:

- teachers (math and science teachers)
- STEM educators in primary, secondary and higher education
- students in secondary and high schools
- STEM associations

As a secondary target audience, there are:

- school authorities
- higher education community
- local policymakers
- state boards of education and education agencies
- business community

The Consortium consisting of seven partner countries will develop four intellectual outputs:

1. Toolkit promoting STEM Education
2. Mobile Application STEM Labyrinth
3. Guidelines for STEM Educators
4. Training course for STEM Labyrinth method

PARTNERS

- Association of European Movements (ATLME), Portugal
- Learnmera Oy, Finland
- Association for European education and mobility (AMETA), North Macedonia
- Doukas School , Greece
- Martna Põhikool, Estonia
- Enjoy Italy, Italy
- St. George's High School, Cyprus

