Welcome, teachers!

We are excited to kick off the new school year and share with you the incredible projects we have in store. Get ready for a year filled with innovation, collaboration, and endless possibilities!

Join us as we embark on this educational journey together, making a positive impact on the lives of our students. Let's dive in and explore all the exciting opportunities that await us in the upcoming school year!

# Discover our projects

for the next school year!



#### **ASSESS**

Assessing students in the 21st century is a new challenge that we need to tackle to offer them meaningful learning and development environments. In a rapidly changing world where human diversity is increasingly important, assessing students skills, in a formative, inclusive way, has never been more important.

Join the ASSESS community of educators and teachers to access a new way of assessing your students and discover new free tools and rubrics to assess your student's skills.



#### AstronoMine

AstronoMine is a project dedicated to increasing interest in astronomy amongst young students and primary education teachers.

AstronoMine aims the promotion of astronomy in schools through game-based learning using Minecraft Education Edition, thus improving the quality of digital skills.



#### CliC-PoliT

CliC-PoLiT is a project that aims at engaging students and the society in environmental and climate change activities to raise awareness and strengthen responsible citizenship, using Light Pollution as a starting point.

The project uses blended innovative educational approaches and digital tools that provide interactive, experiential, transformative, and real-world learning experiences related to the Light Pollution threat.



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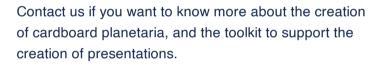
### **Discovery Space**

Discovery Space proposes the development of a roadmap for the Al-Enhanced Classroom for Deeper Learning in STEM that facilitates the transformation of the traditional classroom to an environment that promotes the scientific exploration and monitors and supports the development of key skills for all students.



#### D.O.M.E.

The D.O.M.E. project (Design your Own Multimedia learning Environment) is designed for teaching professionals in the disciplines of Science, Technology, Engineering, Arts and Mathematics (STEAM), and aims to bring an immersive practical experience that targets students from all years of schooling.





Learning Digital Skills through

Arts and Performance

(2)

#### LeDS

The LeDS project promotes the integration of Arts into STEM, offering workshops on programming and electronics to create special effects in dance and theater

Students and teachers develop STEAM skills while raising awareness in the community through performances enhanced with programmed effects.

performances that address human diversity.



# Open Teach

Educators are at the heart of the digital transformation! The Open Teach project aims to empower teachers develop their digital competences profiles and become implementers and promoters of Open Educational Resources and Practices (OER and OEP).



The Open Teach platform offers online courses on digital education and working with OER, a repository of quality assured OER and communities to seek support and exchange best practices around OER and OEP.



## **OTTERS**

The OTTERS Project will support the coordination of EU citizen science initiatives focused on marine and freshwater.

It aims to not only generate data but, through citizen science, also contribute to changing hearts, increasing care for marine and freshwater ecosystems and fostering a sense of agency, leading to the contribution of healthy ecosystems to human wellbeing.



# **SLEAD**

SLEAD aims to integrate Service Learning into formal education, fostering democratic competences among students. It will establish a cross-European teacher network for collaborative transnational projects and involve universities and teacher training NGOs to ensure project training is recognized by national institutions.

Stay tuned for the upcoming Online Teacher Training program and subscribe to our newsletter to know more!



for Democracy in Europe

# Surrounded by Science

#### Surrounded by Science

Surrounded by Science aims to design and develop a systematic assessment methodology that will analyse the impact of out-of-school science activities.

By conducting field studies and other innovative data collection methods, the project will assess the impact of specific out-of-school activities. It will draw from a digital toolbox of innovative research instruments to collect data from citizens actively participating in sciencerelated activities.



Discover our projects!

Fill in the form

Don't miss out on this opportunity to make a difference and be part of something truly remarkable. Let your talents shine and let's create something amazing together!



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