

# EduMat.

## Augmented Educational Mat

7 partners from 5 European countries are involved in the project:

- CISL Scuola e Formazione, Italy
- Università degli Studi di Roma La Sapienza, Italy
- Pixel, Italy
- EuroEd, Romania
- Agrupamento de Escolas Miguel Torga, Portuguese
- Esciencia Eventos Cientificos SL, Spain
- Zinev Art Technologies, Bulgaria

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## CONTEXT

- International attentions has been moved toward the need to invest in the implementation of methodological and information technology of the school's human capital, starting with the teaching staff
- Experts in the education field claim that it is important to narrow any gaps between individuals belonging to generations as close in a relational sense as they are distant in the digital sphere
- There is still a lack of using technologies as a propaedeutic teaching support for both digital literacy and stimulating students' learning and implementation of notional and transversal skills

## TARGET GROUPS

- Primary schools teachers
- 8 – 9 years old pupils
- Experts and researchers in the field of STEAM and coding

## AIMS

- The EDUMAT+ project has the aim to:
- Provide teaching and educational methodological supports to teachers for teaching coding and STEAM in primary school
  - Use coding and STEAM as an innovative tool to support and implement the teaching of humanities
  - Explore the activation of digital education paths for primary schools in order to explore selected topics of the 2030 agenda and Humanities

## EXPECTED RESULTS

The following activities will be implemented:

- A collection of digital education infographic maps, intended for primary school classes dedicated to the themes of environmental sustainability and social inclusion
- A Training course for teachers on the use of STEAM and Coding for teaching the humanities in primary school
- A set of recommendations for the application of innovative teaching methodologies based on STEAM and coding for teaching the humanities