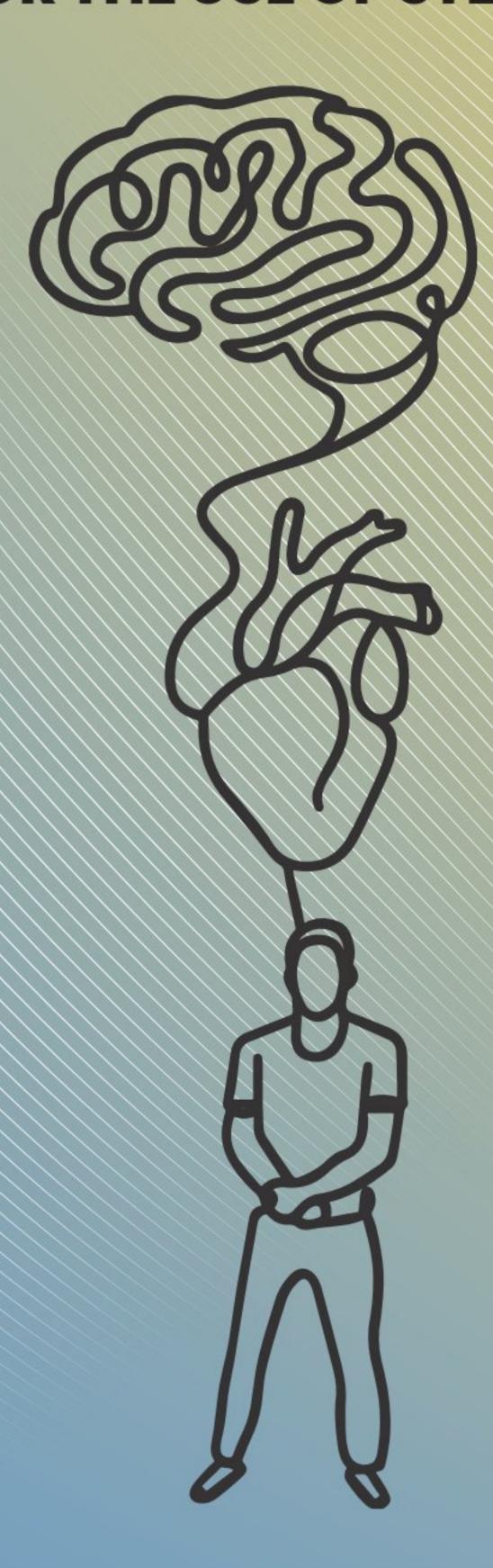




EDUMAT+ GUIDELINES FOR THE USE OF STEAM AT SCHOOL



Project Number: 2023-1-IT02-KA220-SCH-000157934.

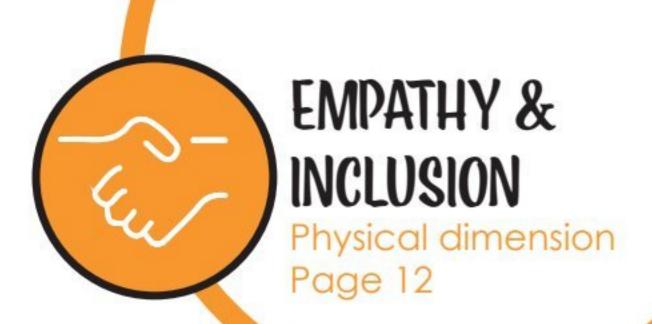
Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.

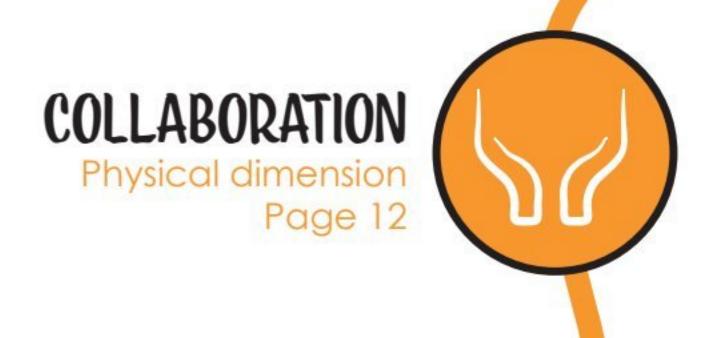


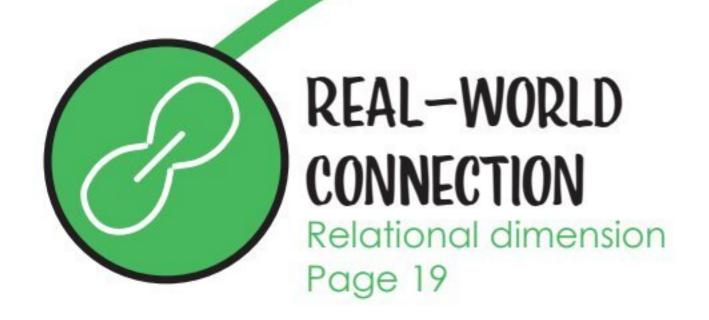






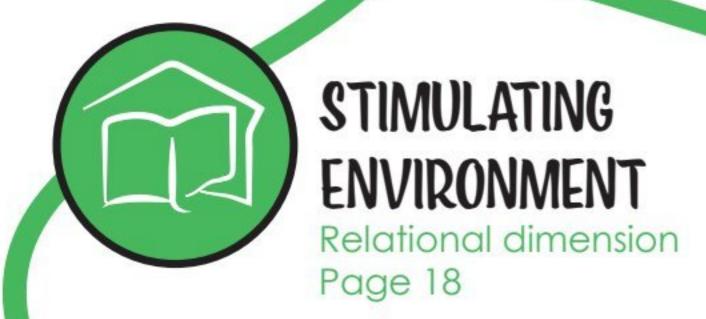


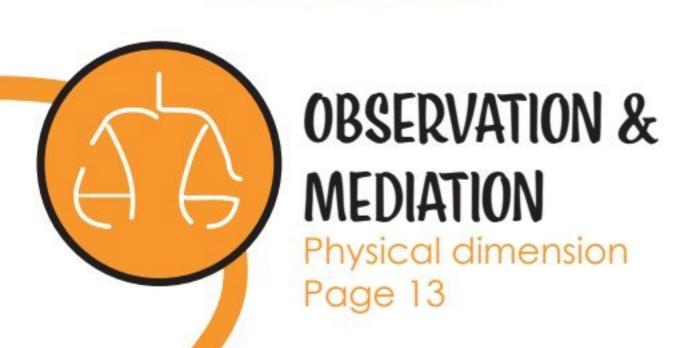


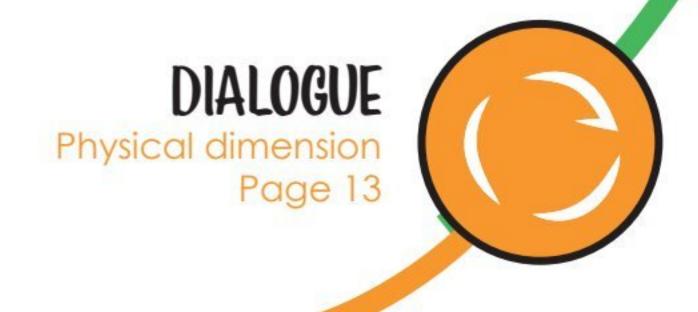










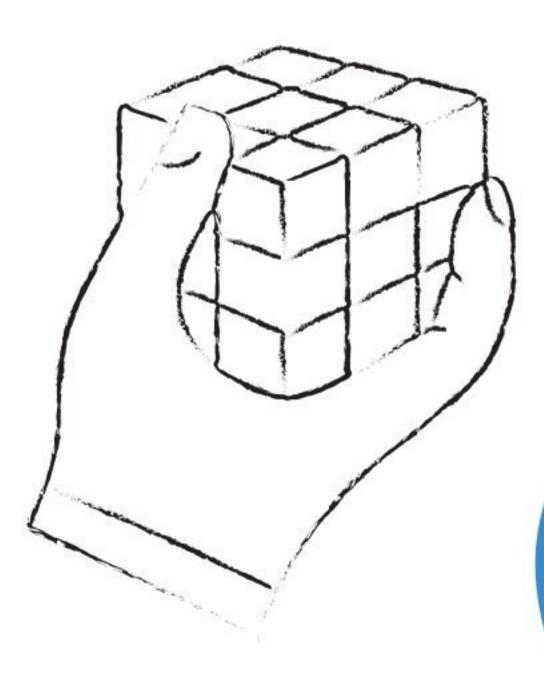






THE DIMENSION OF THE MIND



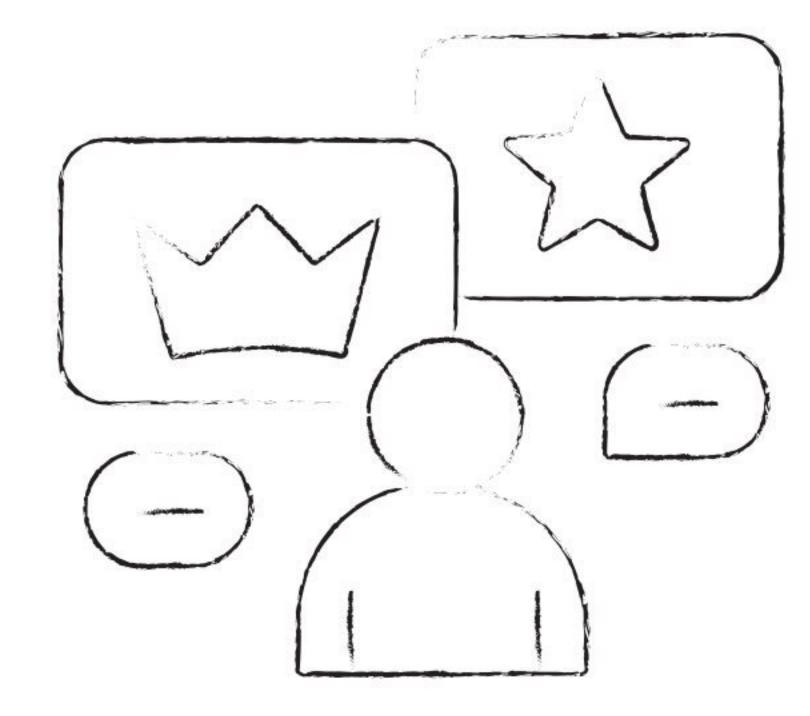


AUTONOMY & PROBLEM SOLVING

Foster independent thinking through choices and open-ended tasks that build confidence.

GAMIFICATION

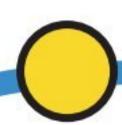
Use digital games to transform learning into a playful, engaging experience that boosts motivation, encourages active participation.





AUTONOMY & PROBLEM SOLVING

Use open ended questions and challenges that invite exploration. Encourage students to explain their reasoning and reflect on their choices.



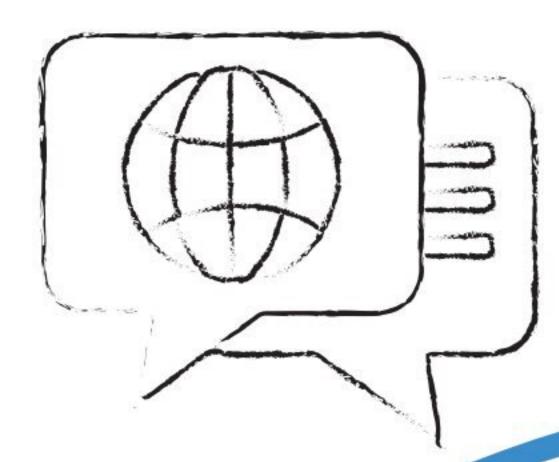
GAMIFICATION

Use educational digital games to reinforce academic content.
Structure activities as levels, missions, or challenges to complete.
Reward effort with points, badges, or symbolic recognition.









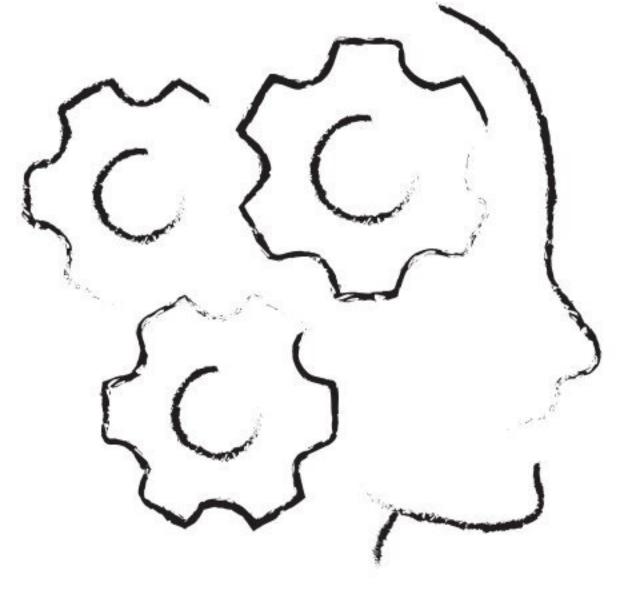
CREATIVITY & LANGUAGE SUPPORT

Support imagination and communication through creative storytelling



FOCUS & COGNITIVE RHYTHM

Adapt timing and methods to each child's pace to support attention and effective learning.





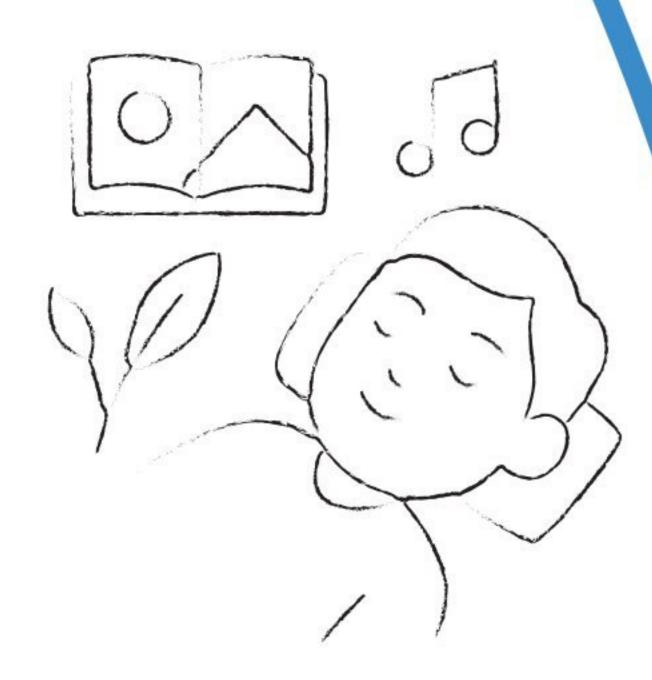
CREATIVITY & LANGUAGE SUPPORT

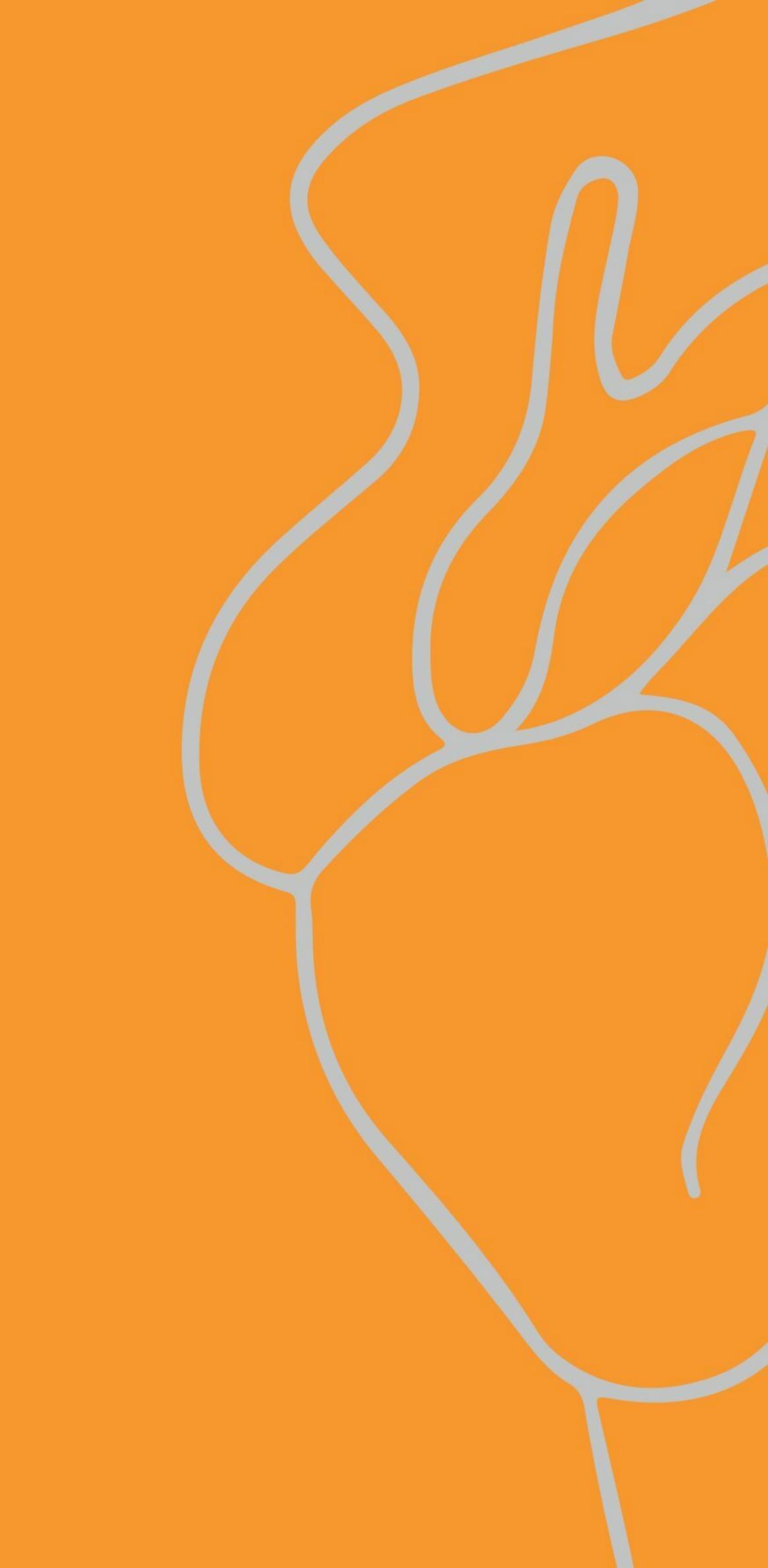
Use storytelling to develop language and narrative skills.

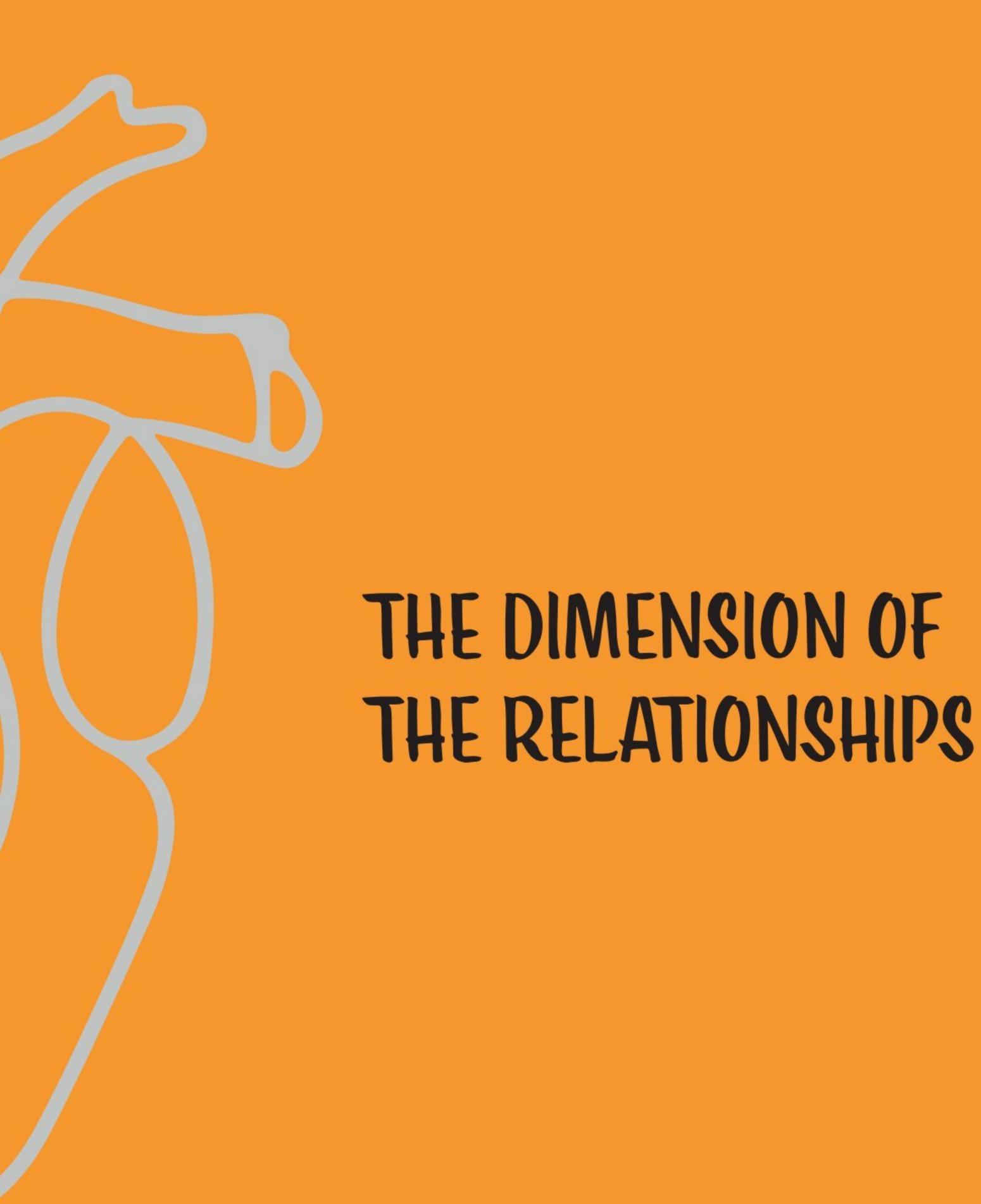
Include drawing and visual arts to express thoughts and feelings. Incorporate building activities support hands-on learning.

FOCUS & COGNITIVE RHYTHM

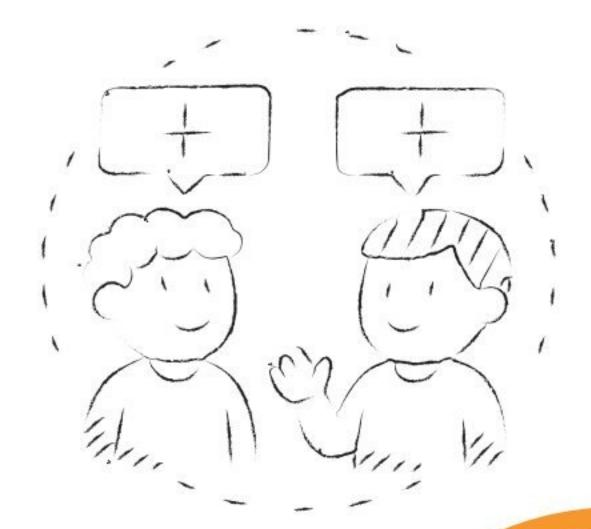
Vary instructional methods to suit different learning styles.
Incorporate breaks or calming activities to reset focus.
Use visual or auditory cues to guide concentration. Vary instructional methods to suit different learning styles.
Incorporate breaks or calming activities to reset focus.
Use visual or auditory cues to guide concentration.











EMPATHY & INCLUSION

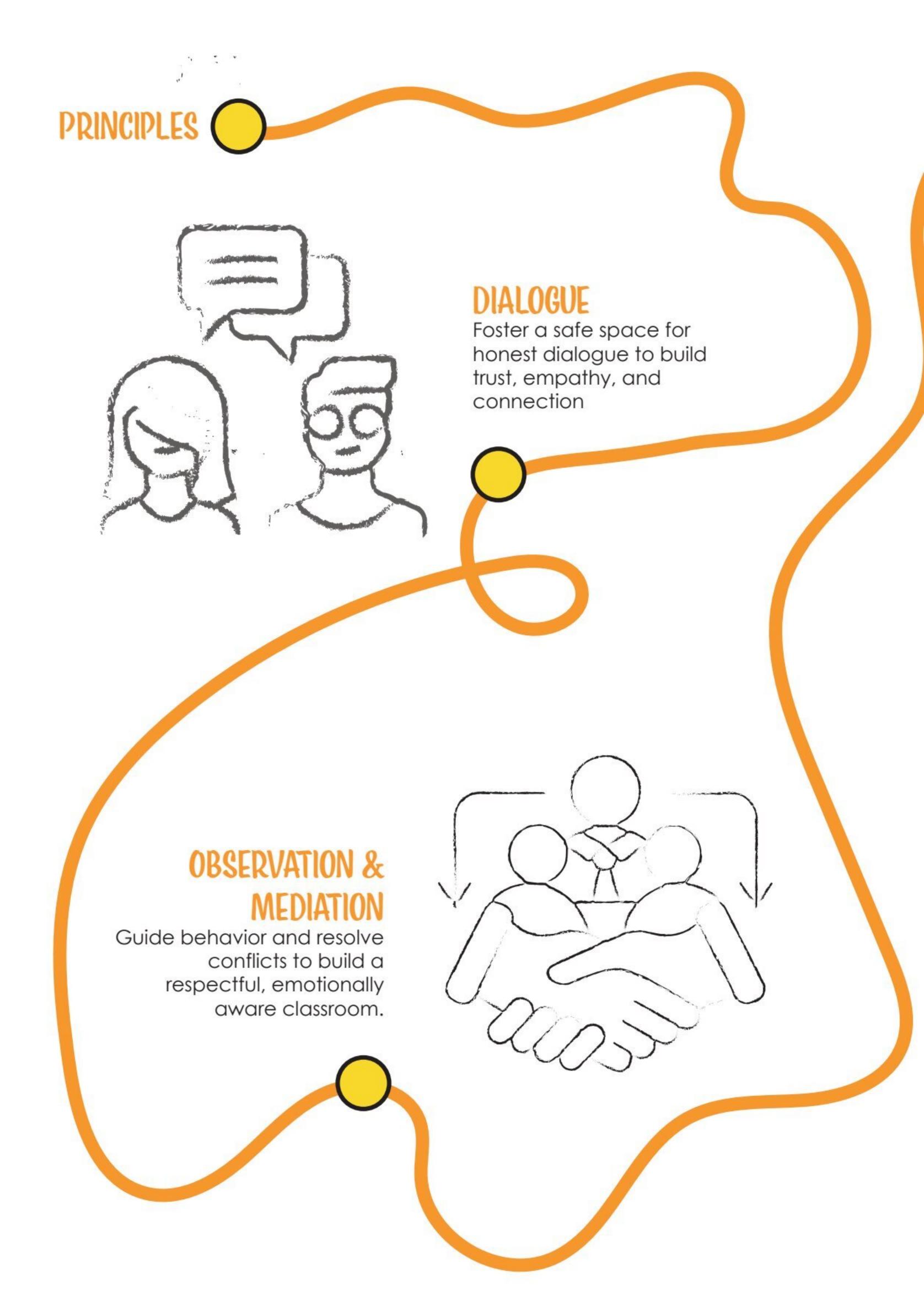
Encourage respectful dialogue and peer-to-peer listening. Validate diverse perspectives and experiences.

COLLABORATION

Promote teamwork and peer support to build social skills and shared learning.

Organize group projects and cooperative tasks.









DIALOGUE

explore feelings...

Ask open-ended questions that invite personal responses.
Validate emotions and model active listening.
Use storytelling or journaling to

OBSERVATION & MEDIATION

Identify early signs of tension or misunderstanding. Facilitate calm, respectful dialogue during conflicts. Encourage students to express emotions and perspectives.





THE DIMENSION OF THE BODY



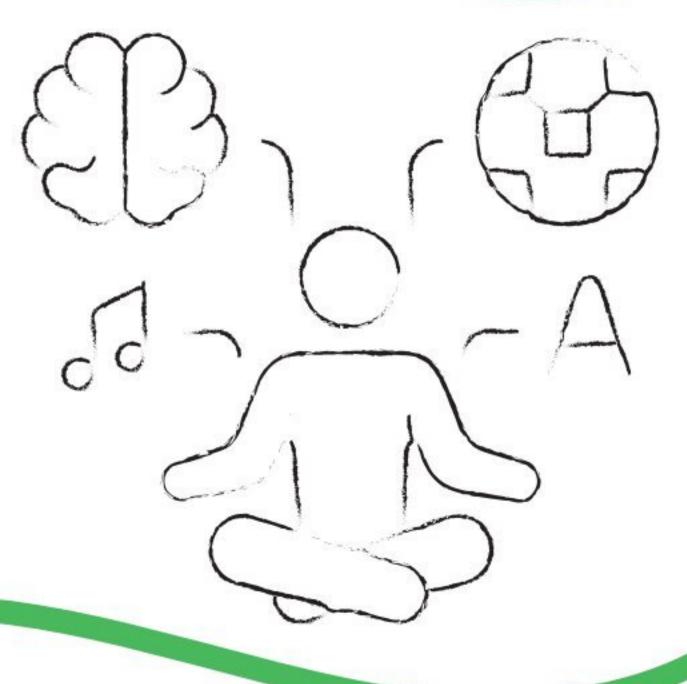


STIMULATING ENVIRONMENT

Spark curiosity and engagement through rich and interactive learning spaces.



Boost focus and balance through active breaks and motor-based activities.





STIMULATING ENVIRONMENT

Provide diverse materials that invite hands-on exploration. Rotate resources to maintain novelty and interest.



Schedule short movement breaks between learning tasks. Include stretching, dancing, or yoga to re-energize students. Use motor activities to reinforce academic concepts.







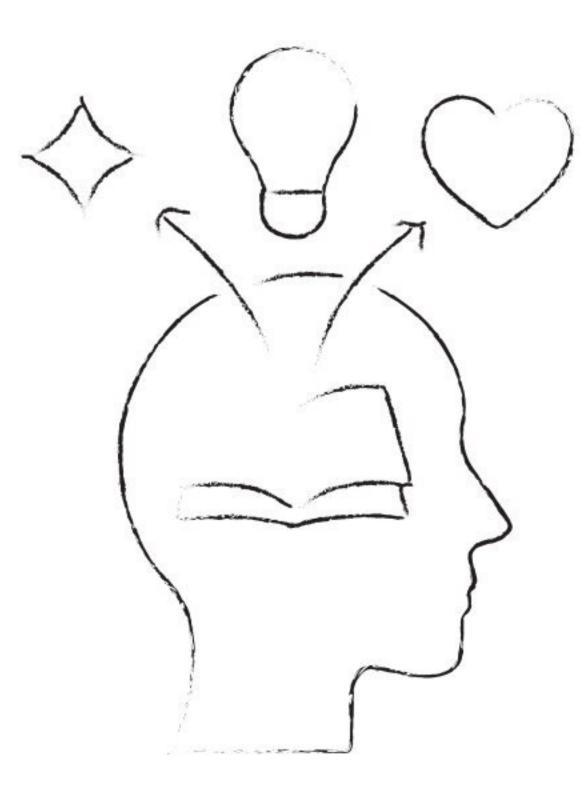


MULTISENSORY EXPERIENCE

Deepen learning through tactile, visual, and auditory activities that engage diverse styles.



Link learning to everyday life to spark curiosity, engagement, and motivation.







MULTISENSORY EXPERIENCE

Use textured materials and hands-on tools during lessons. Incorporate visual aids like images, diagrams.

Include music, sounds, and verbal cues to reinforce concepts.



Use examples from daily life to explain concepts.

Connect lessons to current events or local issues. nvite guest speakers from the community.

