



STEM Labyrinth

STEM Labyrinth as a method

for increasing the level of knowledge through problem solving

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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 a 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

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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



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