

CATCH THE DATE

About the project

In addition to the Council Final Declaration on EU 2020 Education and Training, it is aimed to reduce the failure rate of students in science and mathematics below 15% and to develop digital competences in EU 2020 Strategic Document. Together with our partner schools, we aim to reduce the failure rates in science and mathematics in our schools to 15% by integrating STEAM into our lessons and to create a core curriculum and English terminology that can be used in EU schools including STEAM. Thanks to the STEAM core curriculum and event book that can be used in schools in all European countries, science, technology, design, art and mathematics lessons are expected to be taught in a more creative, educational and fun way. Thus, students' interests and attitudes towards science and mathematics will increase. In the whole of our school, sustainable, effective, professional projects in European quality will be developed and will be modeled to other educational institutions.

AIMS

The aim of our project is to educate individuals who have 21st century skills and speak with the modern world, to make effective decisions, to take an active part in team work, to take initiative, to solve problems, to be confident, to cooperate, to communicate effectively. A lifelong learning science, mathematics and technology literate individuals, who develop individual skills in digital skills and integrate these skills into their courses is to create a student profile. For this purpose, it is necessary to ensure that teachers in our partner schools, which are among our priorities, gain professional experience and gain experience.

WORK PROCESS

We will define the responsibilities of the project with a contract between the project coordinator and the partner organizations.

First of all, the works to be carried out via e-Twinning portal will be determined and our partners will give preliminary information on the twinspace by working in their respective fields.

Every month we communicate with our partners via twinspace. During the implementation of the LTT activity, we will communicate several times a month via viber, facebook, etc. We plan to engage students by participating in STEAM classes. We will formulate a peer STEAM

EXPECTED RESULTS

Thanks to the STEAM core curriculum and event book that can be used in schools in all European countries, science, technology, design, art and mathematics lessons are expected to be taught in a more creative, educational and fun way. Thus, students' interests and attitudes towards science and mathematics will increase. In the whole of our school, sustainable, effective, professional projects in European quality will be developed and will be modeled to other educational institutions.