



C. Priorities

Please select the most relevant horizontal or sectoral priority according to the objectives of your project.

SCHOOL EDUCATION: Promoting the acquisition of skills and competences

Please select other relevant horizontal or sectoral priorities according to the objectives of your project.

HORIZONTAL: Open and innovative practices in a digital era

SCHOOL EDUCATION: Strengthening the profile(s) of the teaching profession

Please comment on your choice of priorities.

The "CREATEskills" project is designed to develop and implement innovative practices, tools and methodologies in primary schools for the establishment of STEM studio classrooms, improving the quality and relevance of the learning process in primary education, more specifically regarding the attractiveness of STEM (Science, Technology, Engineering and Mathematics) subjects. Through hands-on activities and based on the logic of the Social Learning Theory, "CREATEskills" will contribute to the development of the 21st century skills among students. The target group will be primary school students (6-12 years of age), teachers and parents. We would also like to reach out to the wider community, namely science-related Researchers and Organizations, establishing a bridge between schools and work environments.

The project will develop, test and implement an innovative methodology for STEM Education in primary schools including a Toolkit with STEM teaching materials for primary school teachers and a Teacher's Guide. For engagement of a wider community, parents and other communities, the creation of a web animated platform with a "virtual teacher's room", establishing a network among EU teachers, a virtual library and home activities and DIY projects for children and family available in all partner languages.

Therefore the priorities chosen are in line with the logic of the project are:

- 1) Promoting the acquisition of skills and competences: scientific literacy is the core of project activities and outputs. While exploring the Social Learning Theory and developing the related STEM based activities, students will deal with relevant scientific concepts and develop 21st century skills and competences. All the activities proposed shall give consideration to the educational goals pursued by European curricula. The innovative approach is a motivational strategy that serves educational objectives and improves scientific literacy.
- 2) Open and innovative practices in a digital era: the project is designed to develop and implement innovative practices, tools and methodologies in primary schools for the establishment of STEM studio classrooms, improving the quality and relevance of the learning process in primary education, more specifically regarding the attractiveness of STEM subjects. Through hands-on activities and based on the logic framework of the social learning theory, CREATEskills project will contribute to the development of the 21st century skills among students. All practices and tools will be incorporated in a Web-Platform, that itself, is one of the main outputs of this project. including a "virtual teacher's room" - an EU teachers network, a virtual library as a resource deposit and a photo gallery for sharing of home science related activities and DIY (Do it Yourself) projects for children and parents.
- 3) Strengthening the profile of teaching professions: from previous experiences, we identified critical demand for teachers qualification in innovative methodologies, especially STEM related teaching skills in primary education. Accordingly, in this project the development of an innovative STEM teaching methodology for primary level students represents a central role in all activities and outputs. Train-the-Trainers Program (TTP- C1) will enable teachers in using the innovative and motivational educational philosophy underlying the project design. Besides exploration of hands on, practical in-classroom and field activities, teachers will also be trained to include the use of the Social Learning Theory, bringing families and communities closer to school environments.