GEEKS FOR EDUCATION

Funded by the Erasmus+ Programme of the European Union

G4E (GEEKS FOR EDUCATION) ENCOURAGES COLLABORATION AND SYNERGIES BETWEEN SCHOOL EDUCATION, INDUSTRY AND NON-FORMAL LEARNING SETTINGS.

NEWSLETTER N°1

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The STEM concept has gained a lot of strength in the educational field and the skills that exist around this concept are fundamental for the development of people in societies. It is linked to the scientific field, but the different skills that are developed when studying the STEM fields are indispensable for academic, work and personal life. These skills are science, technology, engineering and math. STEM classes give students the opportunity to find more than one correct answer, but by giving them the possibility to explore, it is common for them to see where they have failed, in this way they will learn that mistakes are part of learning.

This initiative has been created to familiarize students with STEM skills. The “geeks”, as we jokingly call them in this project, have technical and scientific knowledge to face the digital and technological revolution, but as a general rule, they lack the social and communication skills to transfer their knowledge.

KICK-OFF MEETING

In October 2020, the first transnational meeting of the Erasmus+ KA2 project "Geeks for Education" took place. This meeting was held online, due to the current situation with Covid-19 that we are experiencing around the world.

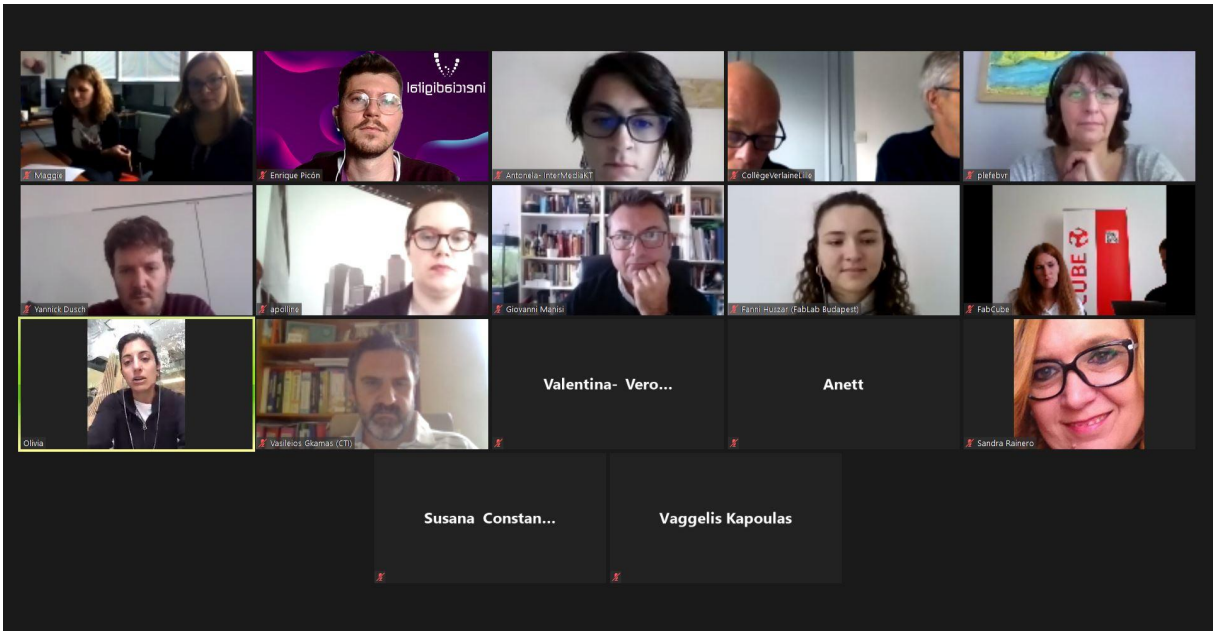
In this first meeting, it was explained which are the groups to which this project is directed, these groups are:

- Technicians and technology experts.
- Teachers and educators working with STEM skills.
- Pupils, students.
- Competent bodies at the local / regional level.

The main objective of the project was also discussed, which is to improve inclusive education to develop digital and STEM skills through closer cooperation between schools, innovators and non-formal education providers.

The specific objectives that were discussed at the meeting about this project were the following:

- To capitalize on the existing practice in which non-formal education provided by technology centers and organizations becomes an added value for a more attractive and effective STEM education.
- To define an innovative, transversal and inclusive pedagogical methodology for STEM teachers and non-formal educators.
- To test and optimize the cooperative model through interdisciplinary, research-based, experiential and non-formal learning.
- To disseminate and promote the results by making them accessible through a combined ICT-driven platform.



SECOND TRANSNATIONAL MEETING

In July 2021, the second transnational meeting of the project was held, in a hybrid way, since some partners attended the meeting online due to the pandemic situation in their countries, and other partners attended in person, taking place in Amarante, Portugal.

During the meeting, the partners reviewed the collected practices and the SELFIE reports corresponding to IO1 together with the presentation of practices or projects related to the project.

Regarding IO2, the partners discussed our experiences and conclusions (skills and methods necessary to improve inclusive education in the STEM field) in the development of the activities and the workshop that took place in May.

The IO3 planning was shown, explaining the steps to follow from a starting point to achieve the objectives of attracting and presenting the digital realm and STEM, and providing a more extensive educational experience.

Finally we had a session to discuss different communication, administrative and impact aspects.

The next steps to follow are to continue working on the Intellectual Outputs (IO1 Reflective analysis and benchlearning of current practices, IO2 Connected and transformative learning for geeks: methodological framework and IO3 Resources and testing of the model).

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In October-November the C1 Join Staff Training will be held in Veneto (Italy) in which the main objective will be to share the G4E methodology of connected and transformative learning for geeks (IO2) and provide input for the local implementation of activities (IO3 and IO4) and get teachers, educators and trainers acquainted with the practical aspects of the experience.

This project has an alliance between 12 partners from 7 different countries of the European Union, such as France, Spain, Italy, Portugal, Greece, Hungary and Luxembourg. These partners are made up of schools of different educational levels such as College Verlaine, Diophantus, AKG and a dozen partner schools, also includes research technology centers such as Centrale Lille, CNRS-IEMN and technology education such as FabCube, Fablab Budapest, InterMediaKT and Inercia Digital.

To keep up-to-date of the project and its milestones, please visit the social networks of the projects and the webpages of all Partners involved in the Project.

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WWW.GEEKSFOREDUCATION.EU

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