

# STEAM-H Project

Improving STEM learning experience in  
primary schools through a steam-based  
multidisciplinary approach

The STEAM-H project aims at supporting teachers and educators in understanding the potential of using a STEAM approach, organising, and implementing STEAM activities in primary schools to improve student learning experiences and teachers' ability to deliver them effectively. Original materials, activities and training modules will be created to implement STEAM-based multidisciplinary approach into standard curricula.

## ADDRESSED TO

- ▶ Primary school teachers
- ▶ Educators
- ▶ Students

## COUNTRIES

- ▶ Italy
- ▶ Spain
- ▶ Germany
- ▶ Ireland



## IO 1: STEAM-H Class Competence Map

A competence map identifying the competences acquirable by students with Steam activities categorised by activity and subject.

## IO 2: STEAM-H OER

An online repository of Open Educational Resources for teachers with tools, technologies, resources and information to design and implement STEAM activities for inclusion purposes in primary schools.

## IO 3: STEAM-H Training Programme

A modularised training programme to promote primary school teachers' and educators' proficiency in implementing inclusive processes for primary students through STEAM multidisciplinary activities.

## IO 4: STEAM-H Handbook

A pedagogic handbook with practical information and activities to implement with students in order to improve engagement, self-confidence, performance and persistence in STEM studies.

## Transnational Training Course for Teachers

A 5 days training course for primary school teachers will be organised in Munich (Germany).

