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2nd LTT

C2 meeting: The Integrated DIGITAL STEAM Teaching for Secondary Schools.

C2 project meeting took place in Kielce Technology Park, Kielce, Poland from July 10th to 15th 2023. The event brought together representatives from different countries and organizations: Croatia, Czech Republic, Slovenia, Turkey, Spain, Latvia, and of course Poland (as a host). During five diligent days teachers were taught how to transform their teaching and enrich their skills by learning how to use and apply the digital STEAM integrated teaching online to achieve high quality and inclusive digital education. We hosted presentations, short courses and workshops about: What are Digital Skills and why do we need them? Introduction to integrated STEAM teaching relevant pedagogies? How to use Digital resources/content? How to create digital STEAM contextualized at school? Examples of integrated Digital Steam teaching and learning scenarios. Activities that took place were particularly effective in raising awareness and skills in line with specific goals regarding the empowerment of teachers and promoting new approaches to teachers in the field of Digital STEAM.

Every partner had a chance to share their experience in including and using digital skills in the classroom. Furthermore we had a chance to watch and evaluate every partner's videos that had been created for the purpose of the project and of course learn from each other's experience.

Local activities in Kielce included:

- a visit at Kielce University of Technology, Faculty of Mechatronics and Machinery Design where the participants had a chance to observe for ex. Mars rovers designed by students from Science Club IMPULS and had an interesting discussion with the creators and professors from Kielce University of Technology.
- robotic workshops at Energetic Science Center (Kielce Technology Park) hosted by trained professionals where teachers were able to learn how to use 3 types of robots: Ozobot, Photon and LegoMinstorm and include them while teaching in class.
- visit at The Holy Cross Mountains Geopark and Energetic Science Center where the participants could first hand experience usage of different STEAM Technologies at educational facility.

During this meeting teachers have acquired essential skills and knowledge of how to implement digital skills in real life teaching scenarios. Digital skills are a requirement for young people to succeed in the future, that's why it was and still is extremely important to





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implement usage of those skills in classrooms while learning. ex. biology, languages, mathematics, history etc.

