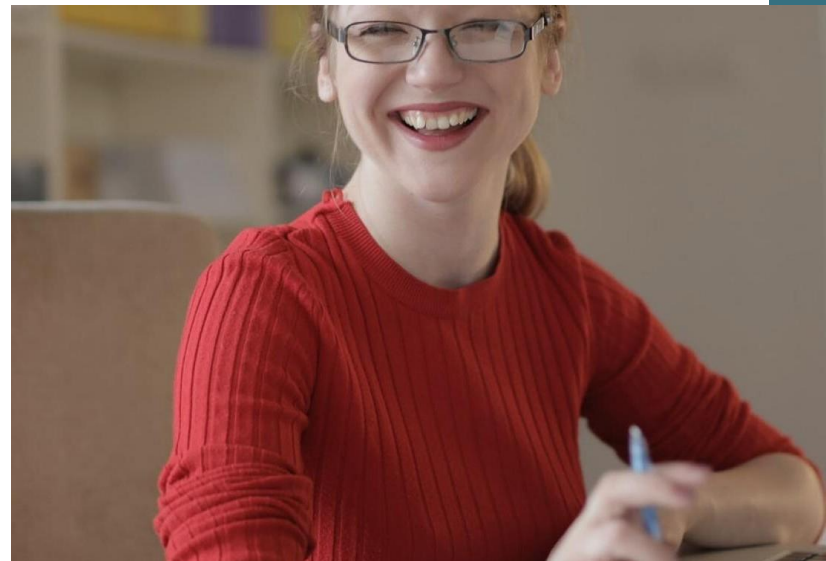




Reviving hands-on educational play for learning skills of
tomorrow / Play2Learn



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WHO IS IT FOR?

Teachers, trainers, counsellors, all categories of school education staff, pupils, parents and professionals working with children of mainly 8 – 14 years.

About the Project

The Erasmus+ Play2Learn project will develop educational content and lesson plans, supported by a Raspberry Pi based do-it-yourself computer to improve the efficiency and competence of teachers in delivering subjects extending past their present knowledge (e.g. programming) and enhance their understanding on how to effectively engage children to the learning process through educational hands-on play.

The Play2Learn hands on play approach which bridges online and offline activities is an effective, fascinating and motivating way to introduce kids to coding while it integrates all STEM fields: mechanical, electrical, engineering, computer science, technology, maths and science and promotes other employability skills needed such as problem solving, group work, leadership, creativity and initiative.

The Consortium:

Coordinator



Partners



The First Transnational Meeting

Our project started on 17th December 2019 in Edinburgh when Play2learn team met in coordinator's premises, CIVIC, to kick off implementation of its related outputs (IO1-the play2learn kit and IO2- the educator's guide). In partners' view, IO1 consists in a do-it-yourself Raspberry Pi computer that can be assembled in classroom by pupils, while IO2 consists in a guide for educators about how to approach STEM subjects in an alternative, "hands-on" way.

At this initial stage of project activities, Partners have developed the kit, including customisation of Raspbian OS (IO1.A4), and are currently focusing on producing animated videos in order to present its uses and its related hands-on activities. These last will be connected to educational modules about Minecraft Pi, Scratch and Physical Computing that will be developed in June and inserted in educator's guide.



Next Steps

Due to present- day COVID emergency, Play2learn team will meet online next month, on 11th June 2020, for the second transnational meeting of the project.

Main aims of this reunion will be finalising the work done for the creation of IO1-Play2learn kit and discussing about the realization of the educational modules (Minecraft Pi, Scratch and Physical Computing) with related hands-on activities. In this way, from June 2020 also IO2-educator's guide- will take shape!

Moreover, all animated videos about Play2learn kit uses, will be soon shared and available in all partner languages (English, Italian, Greek and Portuguese)!



Supporting teachers in encouraging kids to engage with computational thinking and programming, and to develop related skills and competences.

This project has been funded with support from the European Commission. This communication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.