# Newsletter #4

STEMKIT Club

An online learning portal, the STEMKIT Club, has been developed and incorporated with all necessary educational content to provide a fully integrated course of the STEMKIT topics. The portal hosts all learning material, lesson plans, assessment tests, achievement badges and overall grades offering a unique and engaging experience to students as well as to teachers.
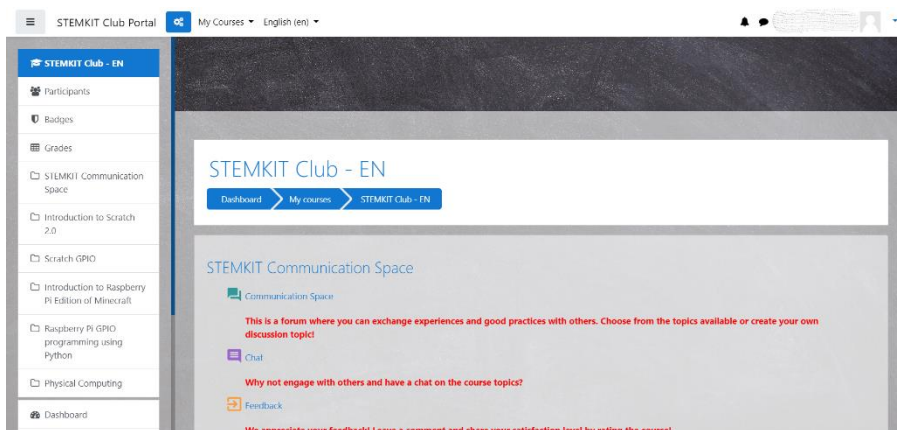
The STEMKIT Club features a communication space where users can chat with each other, leave their feedback, and read important information in the form of a forum.

In addition, the STEMKIT Club is divided into chapters based on the Curriculum that was previously developed. Each user completing a chapter earns the respective STEMKIT Badge (based on Open Badges Framework). Whenever a user completes all chapters, the STEMKIT Expert badge is awarded, proving that the user successfully completed the STEMKIT training.

PROJECT RESULTS

The following results will be available by the end of the project in all Partners' languages:

- ✓ STEMKIT DIY Computer
- ✓ Electronics Kits to be used with the STEMKIT Computer
- ✓ Assembly and Configuration Guide for the STEMKIT Computer
- ✓ STEMKIT Curriculum and lesson plans
- ✓ STEMKIT Guide for Educators
- ✓ Educational portal with integrated skills and achievements frameworks
- ✓ STEMKIT Club virtual space for synchronous and unsynchronous interaction

VALIDATION WORKSHOPS (Pilots)

From July until September a series of validation workshops (online and/or offline) took place in all partner countries. The STEMKIT results were tested in real conditions with real users from the target group and important feedback was received. As we approach the final month of the project, improvements to the material, the tool and the STEMKIT Computer design will be implemented, leading to the final release of the project outcomes and the project itself.

DO YOU KNOW WHAT GAMIFICATION IS?

Gamification is an attempt to engage and motivate users by introducing to the teaching process similar concepts to those experienced when playing games. These concepts could be points scoring, real-time competition with other users or even rules of play like in a game.

Figure 1 Validation activities in Poland

Figure 2 Multiplier event in Romania

NEXT STEPS

- Multiplier events organized by remaining Partners.
- Implementation of user feedback from piloting workshops.
- Finalisation of project results and final release of the project.

THE PARTNERS

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