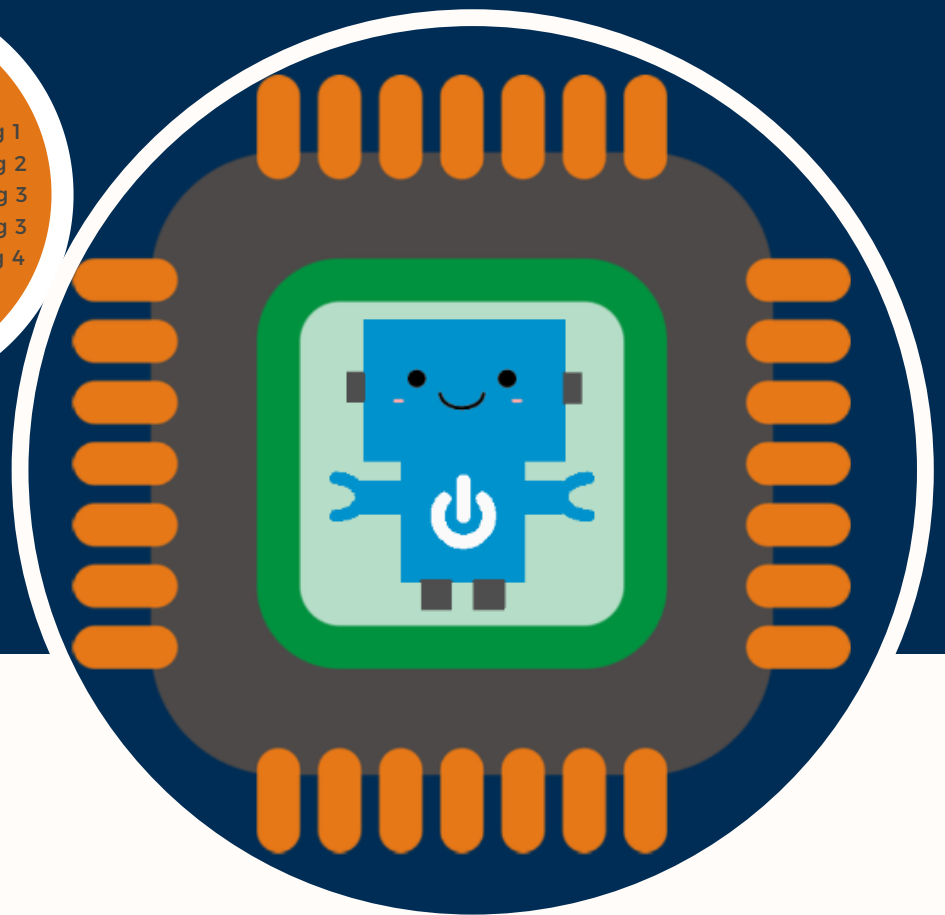


# ROBOSTEM

 Erasmus+ Project No. 2019-1-RO01-KA202-063965

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## A TRAINERS TOOLKIT TO FOSTER STEM SKILLS USING MICROCONTROLLER APPLICATIONS

*Welcome from John Chircop (MECB Ltd)*

Welcome to the third newsletter from the RoboSTEM group. You'll find that this newsletter serves as an update to our progress upon this exciting Erasmus project. As works keep being added to this, we hope that students can enjoy and learn from this project.



## AIM

The project RoboSTEM is intended to foster skills upon STEM subjects & create a curriculum for schools to use. The curriculum will include contents that aim to develop STEM skills in students and include examples of learning activities and evaluation methods. Topics include application of Maths, Physics, Chemistry, Biology & Technology.

## TARGET GROUP

The Erasmus + RoboSTEM project is aimed at high school STEM teachers and their students.

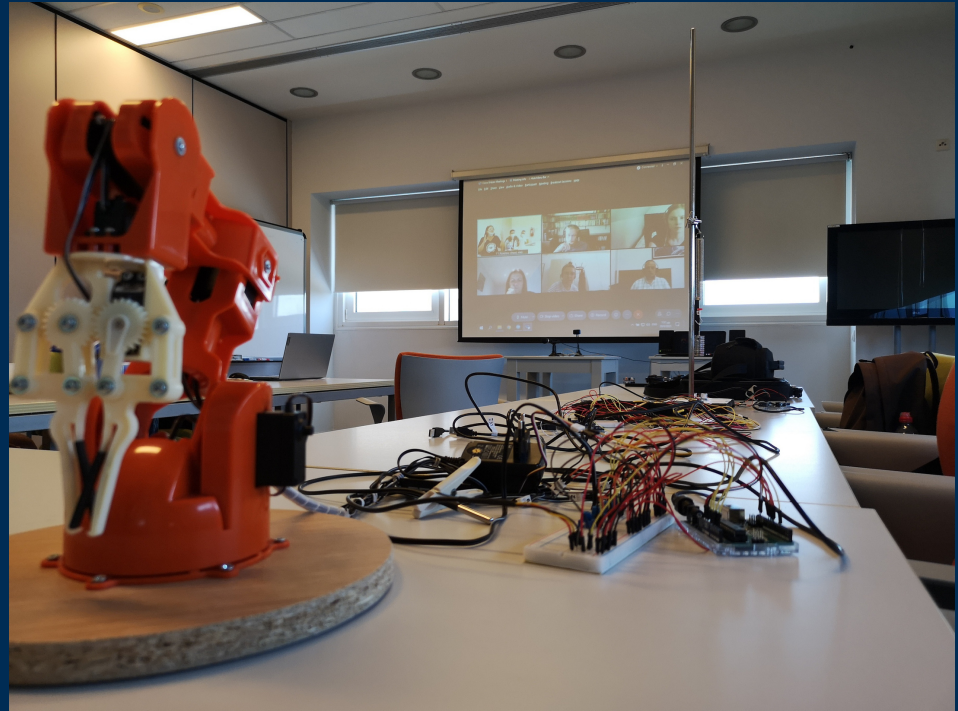
## Main Objectives of the project

The project is intended to project, program and use embedded systems for educational purposes catering mostly upon STEM (Science, Technology Engineering & Mathematics). Implementing learning activities in classrooms with the focus of familiarising students with new technologies based upon micro-controllers.

This will create a study platform for the free access to curricular resources upon the theme of creating and developing upon applications with micro-controllers. This will create new EU partnerships with the transfer of good practices and innovations between institutions that target the development of STEM skills.



Greece and Malta presented their final products for the IO2 project, which were upon a Robotic arm, Heptic feedback glove and a Kinematic/Dynamic simulation of a Spring. With these it is hoped that the students and teachers can have more interaction in the classrooms.



After the presentation of the objects, the partners presented their outputs upon IO3 which is how the projects developed in IO2 will enhance the learning experience inside the classrooms.

After the meeting, some ideas were explored upon how to improve the learning experience for the students through the use of games and interactive materials which Patras has developed on its own.

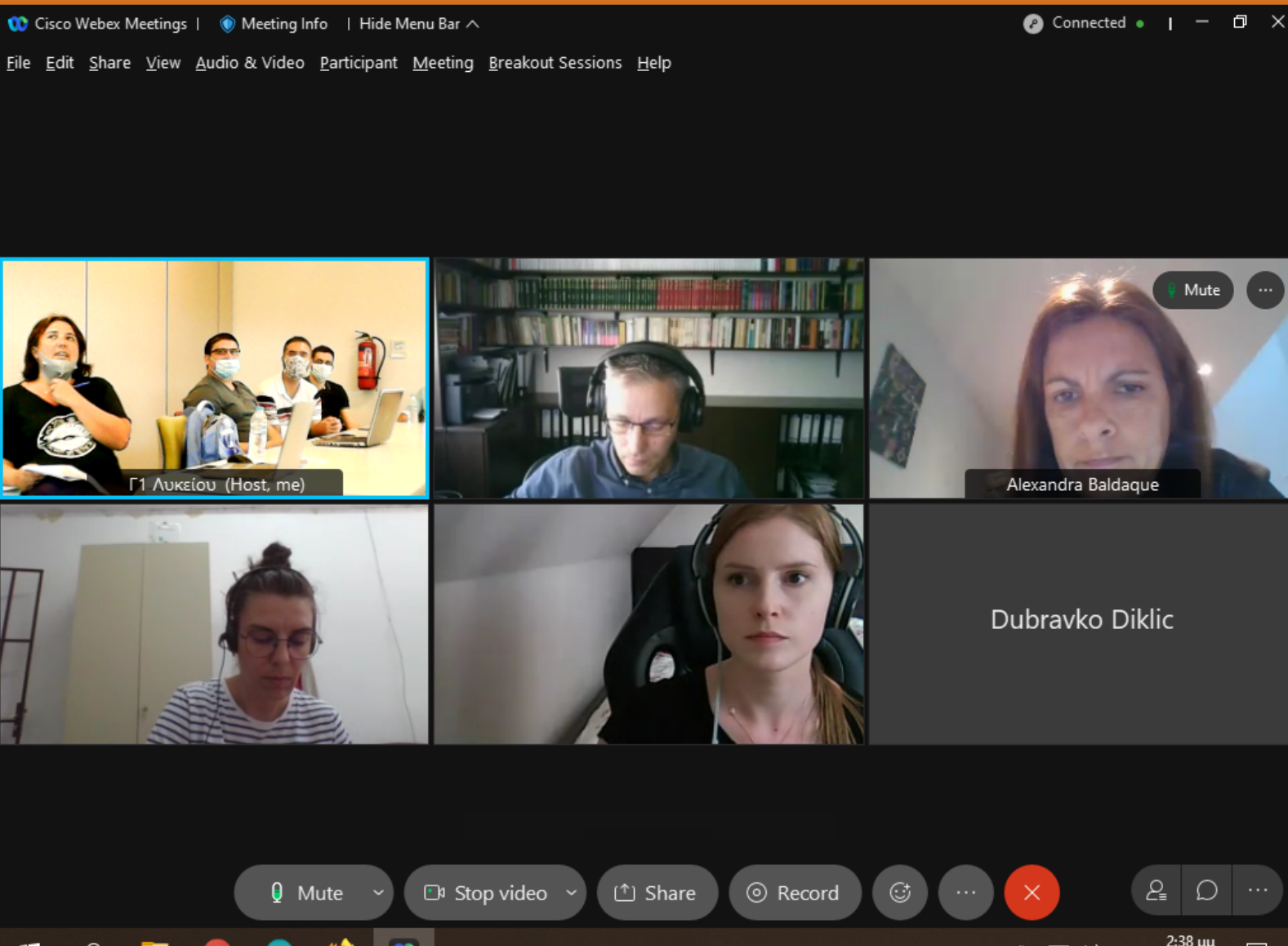




# 3rd International Meeting

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The 3rd meeting was held in Patras, Greece where some of the partners managed to arrive safely at the location even during these turbulent times of the pandemic.



# MEET THE PARTNERS

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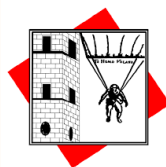


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This project has been funded with support from the European Commission. This *Newsletter* reflects the views only of the RoboSTEM partnership, and the Commission cannot be held responsible for any use which may be made of the information contained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