STEMKIT
4SCHOOLS
2019-1-FR01-KA201-062281

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STEMKIT4SCHOOLS objective

STEMKIT4Schools has as primary objective to develop tools, which will help people working with children to get them involved in developing programming and STEM related skills in children.

STEMKIT4Schools context

Children today are born into technology and using it comes natural to them. However, there is a need for them to acquire technological skills, such as programming. STEM-skilled labour force is in high demand in Europe and the demand will continue to increase due to the development of Industry 4.0 and Advanced Manufacturing Technologies. It is estimated that the EU will have up to 825.000 ICT job vacancies by 2020 due to shortage of skilled labour force. Basic coding skills are needed, as more than 90% of today's professional occupations do require digital competences, including programming. New ways of engaging children into programming and STEM are needed, but more screen time is not the best approach. Hands-on play is more fun and many times more educational. The bridging of the online and the offline worlds may offer a more engaging and healthy environment for children to learn how to program and develop STEM skills.

According to the 2015 'New priorities for ET 2020, 'knowing how to code is empowering … Basic coding skills are essential for accessing the jobs of tomorrow and today' and for achieving a better skills-match between education and the world of work.

STEMKIT4Schools target groups

Specialists working with children aged 8–13, beneficiaries, schools, associations and organizations for children / parents, decision makers and educational stakeholders, commercial organizations producing educational games, universities – pedagogy / engineering departments, educational institutions, and STEM toy producers.

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First STEMKIT4Schools activities

Designing & building the STEMKIT wooden computer: prototype for following activities.

Designing & building electronic kits: to be used mainly with the GPIO of the Raspberry Pi computer of the STEMKIT computer.

Upcoming STEMKIT4Schools activities

Writing the STEMKIT Guide for assembly and configuration.

The interaction of the partners with the school teachers will shape the contents, form and level of detail of the guide. The idea is to provide a full guide on how to build the STEMKIT computer based on a blueprint for assembling the wooden case using the pieces of wood with nuts and bolts, install the software and then use it for all the envisaged project activities.

STEMKIT4Schools partners

Contact the partners on questions or sharing your interest in using the project results.

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ARC

ASSERTED KNOWLEDGE
THE ICT EQUALISERS

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COMPUTERS

IT matters

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HANDS ON KNOWLEDGE