STORIES OF TOMORROW – STUDENTS’ VISIONS ON THE FUTURE OF SPACE EXPLORATION

STORIES OF TOMORROW is specifically designed for teaching professionals in Science, Technology, Engineering and Mathematics (STEM). It introduces teachers to the concept of Digital Storytelling and to Inquiring Based Science Education (IBS) in order to develop, improve and enhance their teaching skills and practices. The online platform uses digital technologies like Augmented and Virtual Reality as well as Learning Analytics. Through a professional game engine and an intuitive interface, teachers and students become creators of content by imagining, designing, developing and publishing stories about a Mission to Mars, building their own 3D-rockets and settling up a sustainable colony on the Red Planet.

www.storiesoftomorrow.eu

INTERACTIVE MUSIC SCIENCE COLLABORATIVE ACTIVITIES

iMuSciCA is a pioneering approach using music to foster the creativity of young people, to cultivate Deeper Learning, alongside with the knowledge and skills they acquire in STEM. The online Workbench of iMuSciCA is the central access point to several Activity Environments and supporting tools for STEAM education. The teaching and learning activities of iMuSciCA are guided by Educational Scenarios and concrete Lesson Plans bringing the Workbench into the classrooms of Lower and Secondary Education. iMuSciCA is thereby setting new grounds in European STEAM curricula.

www.imuscica.eu

DIGITAL FABRICATION AND MAKER MOVEMENT IN EDUCATION: MAKING COMPUTER-SUPPORTED ARTEFACTS FROM SCRATCH

eCraft2Learn is researching, designing, piloting and validating an ecosystem based on digital fabrication and making technologies for creating computer-supported artefacts. The project aims at reinforcing personalised learning and teaching in STEAM and to assist the development of 21st Century Skills.

https://project.ecraft2learn.eu

EXPLOITING THE BEST SENSORY MODALITY FOR LEARNING ARITHMETIC AND GEOMETRY AT PRIMARY SCHOOL

weDRAW is creating and evaluating a new methodology for teaching and a novel technology for Deeper Learning of arithmetic and geometry at elementary schools. The main novelty is the renewed understanding of the role of communication between sensory modalities during development and that specific sensory systems have specific roles for learning specific concepts.

www.wedraw.eu

The projects STORIES OF TOMORROW, iMuSciCA, eCraft2Learn and weDRAW have received funding from the European Union’s Horizon 2020 Research and Innovation Programme. EDEN is supported by the ERASMUS+ Programme of the European Union.
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**Saturday, 29 June 2019**

**Conference Hall**

**Learning Innovation & Professional Communities**

*Ferenc Talata, European Distance and E-Learning Network (EDEN), United Kingdom*

**Conferences Hall**

**Challenges of Implementing Deeper Learning in the School Curriculum**

*Thomas Fischer, Ellinogermaniki Agogi, Greece*

**STORIES OF TOMORROW: When Students Fly to Mars**

*Franz X. Bogner, University of Bayreuth, Germany*

**Intensive Motivation: The Aim of Teaching**

*Florian G. Kaiser, Otto-von-Guericke University of Magdeburg, Germany*

**Learning Digitalisation and Interdisciplinary Modelling: The Digitalo Project**

*Luis Martín, Instituto Universitario de la Energía (IUE), Spain*

**Promoting the Maker Movement in Education: The eCraft2Learn Project**

*Caitlin Starr, University of Eastern Finland, Finland*

**Chair: Thomas Fischer, Ellinogermaniki Agogi, Greece**

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