

INTERNATIONAL CONFERENCE Creating Conditions for Deeper Learning in Science 2019

29th & 30th June 2019
Ellinogermaniki Agogi, Pallini, Attica, Greece



The aim of the International Conference 'Creating Conditions for Deeper Learning in Science' is to bring together researchers, practitioners and decision makers from all around the world to investigate the concepts of Deeper Learning, the conditions under which it could lead students to develop mastery in science and the methods how these achievements can be assessed.



Deeper Learning is usually associated with the concept that the learners should achieve excellence at school through an equitable educational system. The concept has been used both to describe a set of competences or educational objectives and to characterise a way of learning (or a process) that promotes these competences. Deeper Learning encompasses the understanding of core academic content, the ability to apply that understanding to novel problems and situations, alongside with the development of a range of competences such as critical thinking, problem solving, collaboration, communication, self-directed learning and developing an academic mindset.



The International Conference on Deeper Learning in Science will explore the following areas:

- Deeper Learning in Science through Arts
- Enhancing Science Education through Digital Storytelling
- Inquiry Based Learning
- Creativity in Science Education
- Open School Culture



We are looking forward welcoming you in Greece in June 2019!

Jointly organised by:

eCraft2Learn

imuscica



STORIES OF TOMORROW
STUDENTS VISIONS
ON THE FUTURE
OF SPACE
EXPLORATION



Hosted by:



ELLINOGERMANIKI AGOGI

Co-funded by:



<http://deeperlearning.ea.gr>



STORIES OF TOMORROW
STUDENTS VISIONS
ON THE FUTURE
OF SPACE
EXPLORATION

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 as well as inquiry-based science teaching techniques in order to develop, improve and enhance their teaching skills and practices.

www.storiesoftomorrow.eu



INTERACTIVE MUSIC SCIENCE COLLABORATIVE ACTIVITIES

iMuSciCA believes that STEM education is necessary, but that it is not enough. 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, 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 above mentioned projects have received funding from the European Union's Horizon 2020 Research and Innovation Programme. STORIES OF TOMORROW under Grant Agreement No. 731872, iMuSciCA under No. 731861, eCraft2Learn under No 731345 and weDRAW under No. 732391.

This publication reflects only the view of the authors and the Commission cannot be held responsible for any use which may be made of the information contained therein.

<http://deeperlearning.ea.gr>