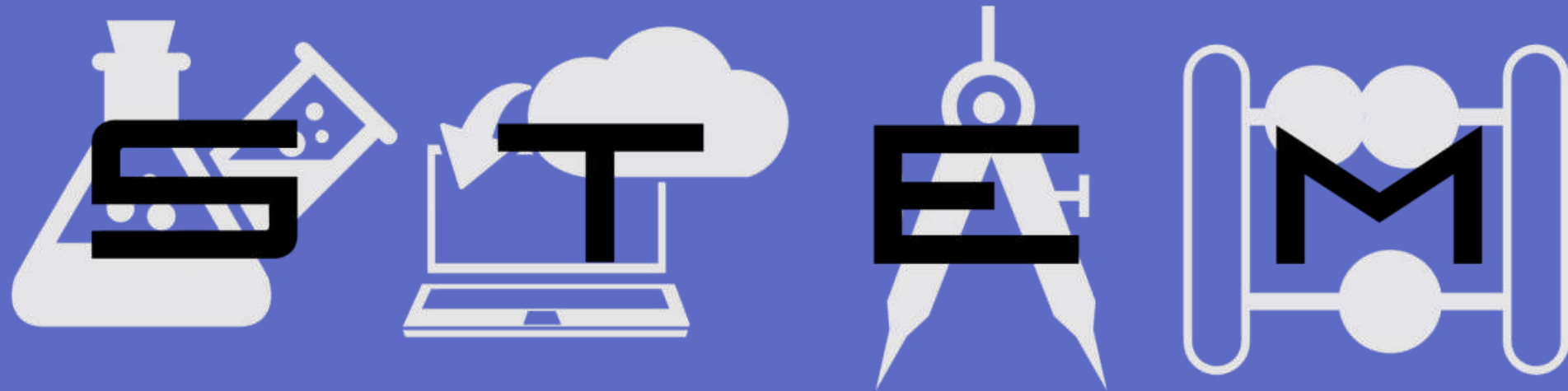


2nd Press Release

The activities of our Erasmus + project 'RETROSTEM'



Colegiul National Pedagogic "Mircea Scarlat" implements with responsibility the RETROSTEM project, Erasmus + project, during which, during the first year of the project, during 01.10. 2018 - 01.10. 2019, we contributed to the realization of IO1 - RETROSTEM Consoles, Educational Guide and Curriculum and we are developing IO2 - RETROSTEM Learning Motivation Environment and DIY Kits, intellectual products that will support primary and secondary school teachers to build RETROSTEM consoles and how use them in the classroom to teach programming by developing games using Minecraft P and Scratch.

During this period I used the RETROSTEM console for the class of students and encouraged them to develop practical games and to promote STEM in education.



Within the project two transnational meetings were held in Edinburgh and Nicosia, where partners from Great Britain, Poland, Greece, Ireland, Romania and Cyprus met and analyzed the progress of the project to achieve IO1-RETROSTEM Consoles, Educational Guide and Curriculum, as well as IO2 - RETROSTEM Learning Motivation Environment and DIY Kits, as well as support for young learners in developing games and using coding in lessons.

Project's aims are:

- Enhance creativity, motor skills, problem-solving, self-direction, collaboration, and other life skills, through reading, writing, maths, and instilling entrepreneurship and STEM knowledge.
- Improve digital skills of teachers - prepare them for the advent of the Internet of things (IoT), the 4th Industrial revolution and game based learning.
- Promote important K-12 concepts - allow school teachers and students to discover programming, electronics and robotics through the use of a retro-gaming console and hands-on educational games.

The Consortium

