



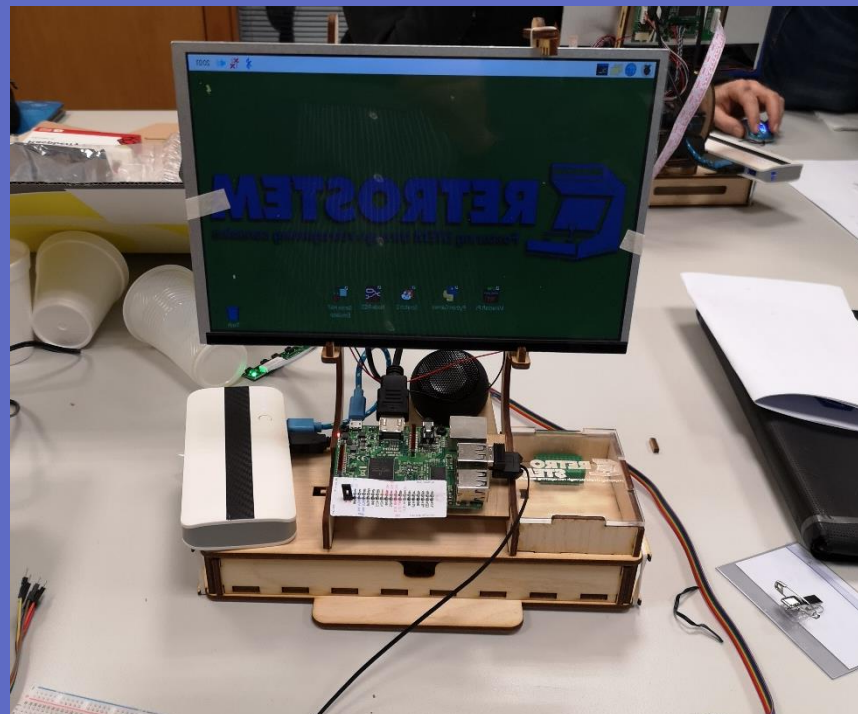
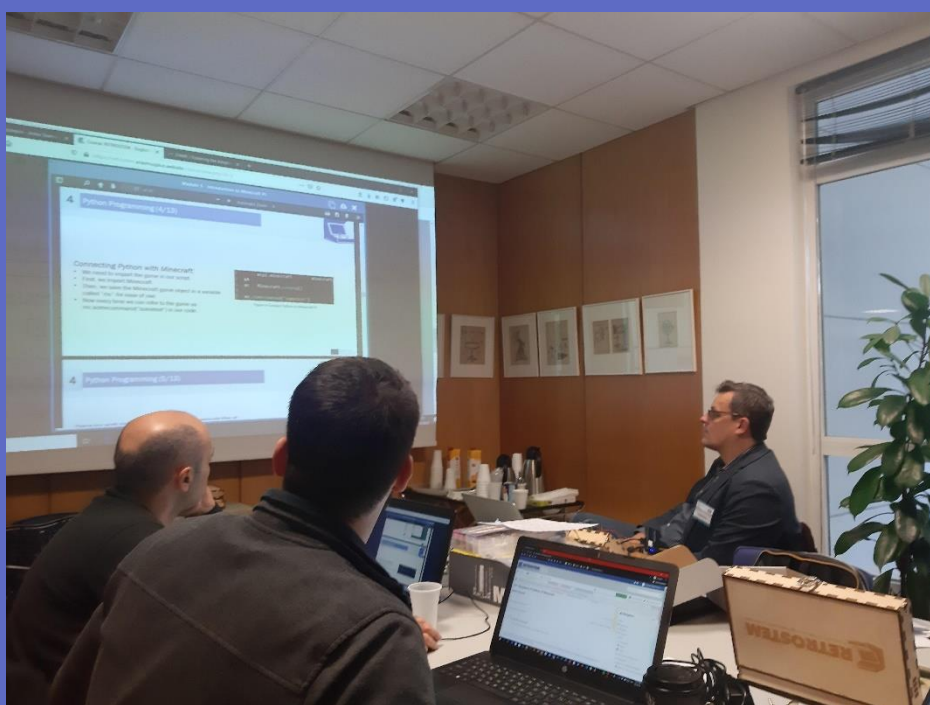
## 3rd Press Release

# RETROSTEM rolls out its innovative approach



The RETROSTEM consortium this year began rolling out the results of their work on the ERASMUS+ funded RETROSTEM Project. January 2020 saw the Learning, Teaching and Training Activity (LTTA), in which partners set out RETROSTEM's innovative approach to promoting STEM subject uptake in young people. They demonstrated the DIY electronic kits and took the learners through the teachers guide, training modules, and learning motivational environment, tools that will both help teachers improve their digital skills and help engage students in STEM through a retro-gaming console and hands-on educational games.

The consortium also took this opportunity to launch the RETROSTEM Academy; a community facilitated through the RETROSTEM website to improve uptake of RETROSTEM resources, share knowledge, and support users. This has the potential to be of good use during the pilots of the RETROSTEM products, which are scheduled to take place during the summer.



The 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.

Learn more:

<http://retrostem.eu>



The Consortium

