



RETROSTEM

Fostering STEM through retrogaming consoles

4th Press Release

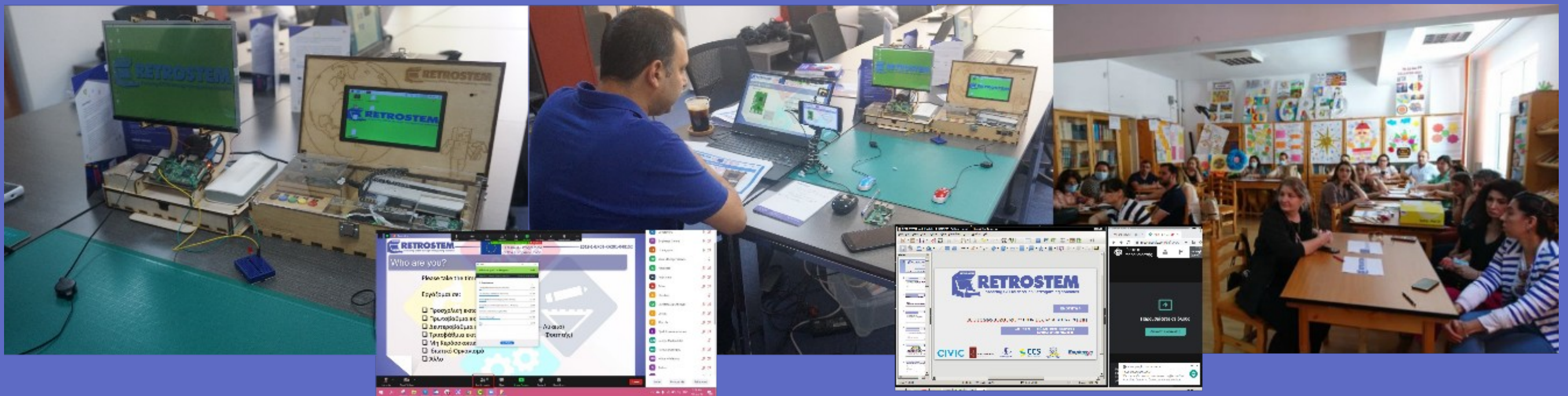
RETROSTEM completes its mission



The RETROSTEM project consortium funded by the ERASMUS + program has completed the pilot activities for the implementation of the results of its work. In June 2020, pilot activities took place in Cyprus, Greece and Romania with the participation of teachers of various specialties who tested the innovative approach of RETROSTEM for the promotion of STEM themes to young people. Introduced DIY electronic kits and guides for teachers of educational modules and learning environments, tools that will help teachers improve their digital skills and attract students to STEM themes through the RETROSTEM console. The response of the teachers was great and the evaluation they made for the pilot activities was very positive.

In parallel with the pilot activities during the summer, events were held to disseminate the results of the project to teachers from different countries with a wide participation of stakeholders from all levels of education.

The consortium also held the last partners' working meeting in July, which was held online. It reviewed the results, evaluated the achievements as well as discussed possible pending or improvements that need to be made before the formal completion of the project at the end of September. All partners expressed their satisfaction with the quality and quantity of deliverables and project activities. They also expressed their interest in seeking opportunities for its continuation through possible funding at the local level or through wider partnerships and partnerships.



Learn more at:

<http://retrostem.eu>



The Consortium:

