



Co-funded by
the European Union



Erasmus+

2024-2-BE01-KA210-SCH-000286437

FutureMinds: Cultivating Innovative Leaders in STEAM and Active Citizenship

Project objective

The main concrete objectives of this project are:

Design and implement innovative solutions leveraging STEAM disciplines to address pressing environmental challenges, promoting sustainability, resilience, change of attitudes.

Foster the interest of girls in STEM fields, working in mixed groups but also in groups divided by gender, locally and internationally.

Engage participants in hands-on, project-based learning experiences to apply theoretical knowledge and develop practical skills in areas such as renewable energy, waste management, biodiversity and sustainable way of life.

Create a local mind-shift among the citizens, public administrators and families to let them understand the needs and willingness of the new generation towards a greener and more sustainable society.

**Increase the local net of collaborators and
this project can be a realistic opportunity to involve new actors in the school community.**

Encourage creative thinking and innovation to develop novel solutions that not only mitigate environmental problems but overall inspire and empower individuals and local communities to adopt sustainable practices.

Create innovative and original educational paths with the aim to engage student's attention and participation and develop together soft and practical skills like critical thinking, problem solving, active collaboration, creativity, ethical awareness

International activities

16 students and 4 teachers per partner took part in international mobilities



1st project mobility – Beauraing - Belgium



2nd project mobility – Umbertide



3rd project mobility – Turku

Green School & City - Belgium March 2025

Ice-braking games

Scavenger hunt

Visit of Namur
and Citadelle

Biodiversity activities

Bike excursion to
Lavaux St Anne Castle

Parlamentarium and
the EU Parliament

Group work on sustainable
improvement for our schools



Soft skills for active citizenship - Italy November 2025

Art workshop and Banksy

Training on Inclusive School System

Theatrical improvisation workshop

Burri and Creativity workshop

Ice-braking games

Concerts

Ice-braking games

Cultural visits

Arduino & Screen Printing

Assisi and San Francis

Podcasts

“Urban Futures: city of tomorrow”



Finland - STEAM

STEAM

Art & Environment

History and culture

Local nature & biodiversity

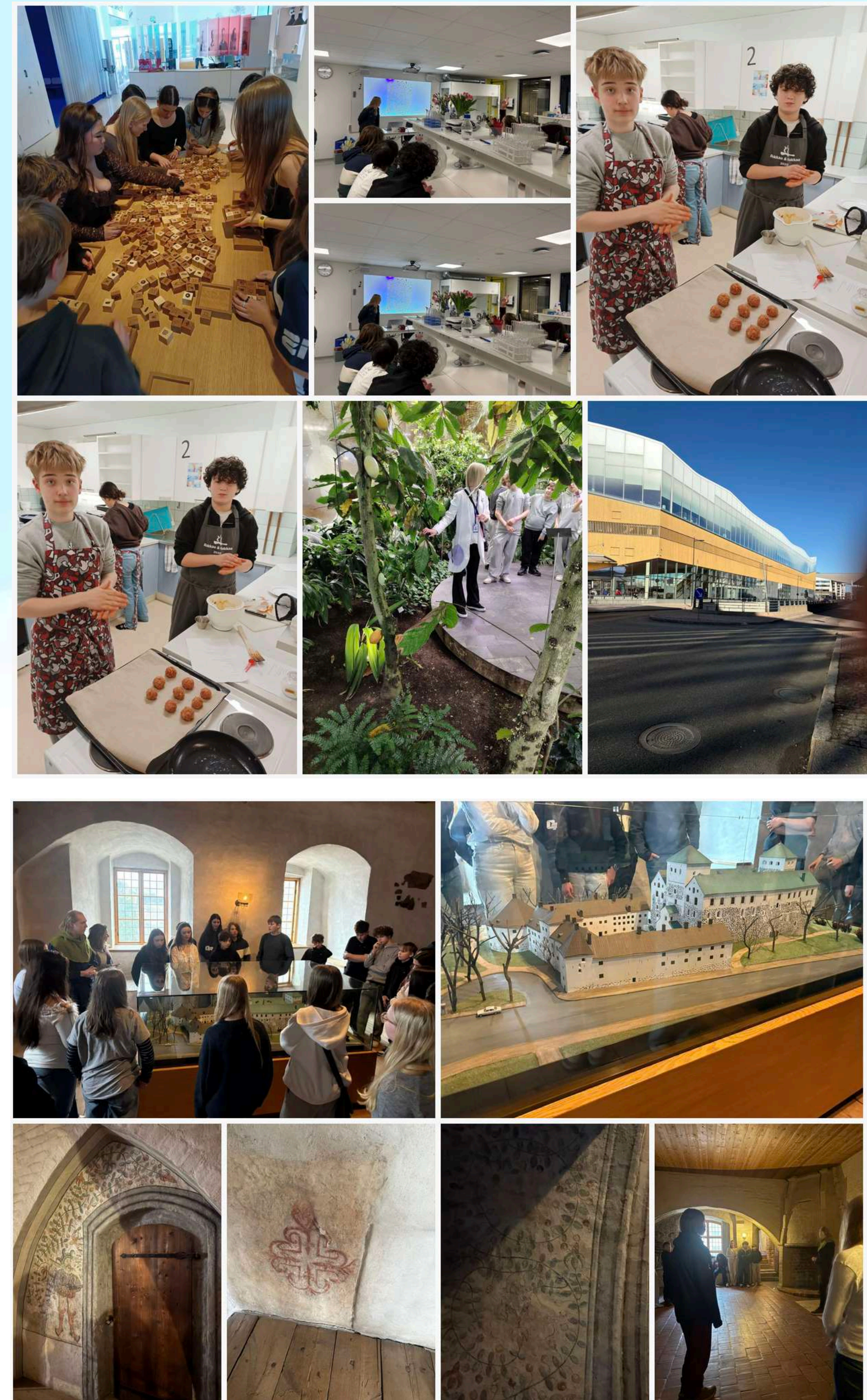
Sustainable development

Heritage and Science

University

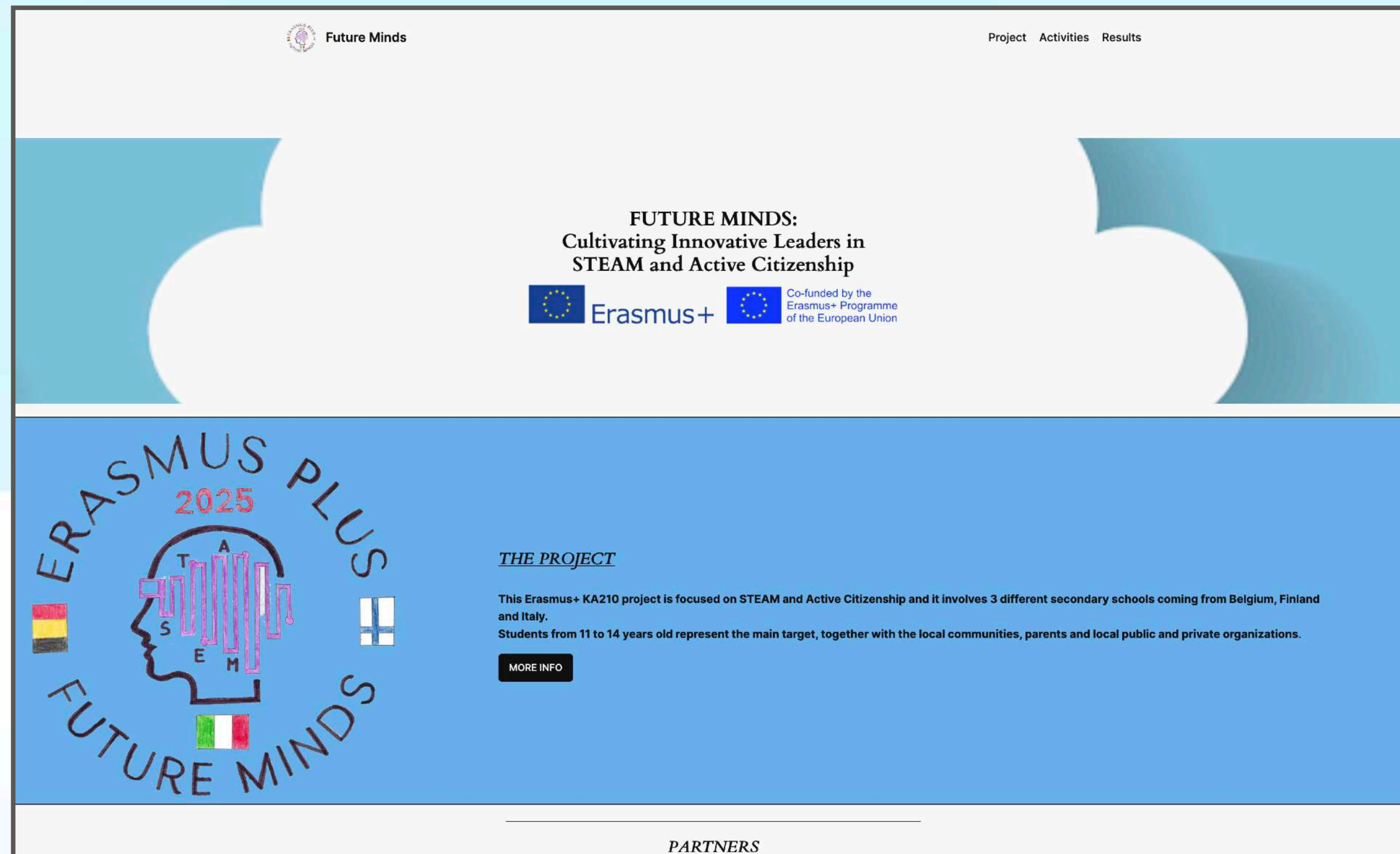
Creativity and recycling

Industrial development

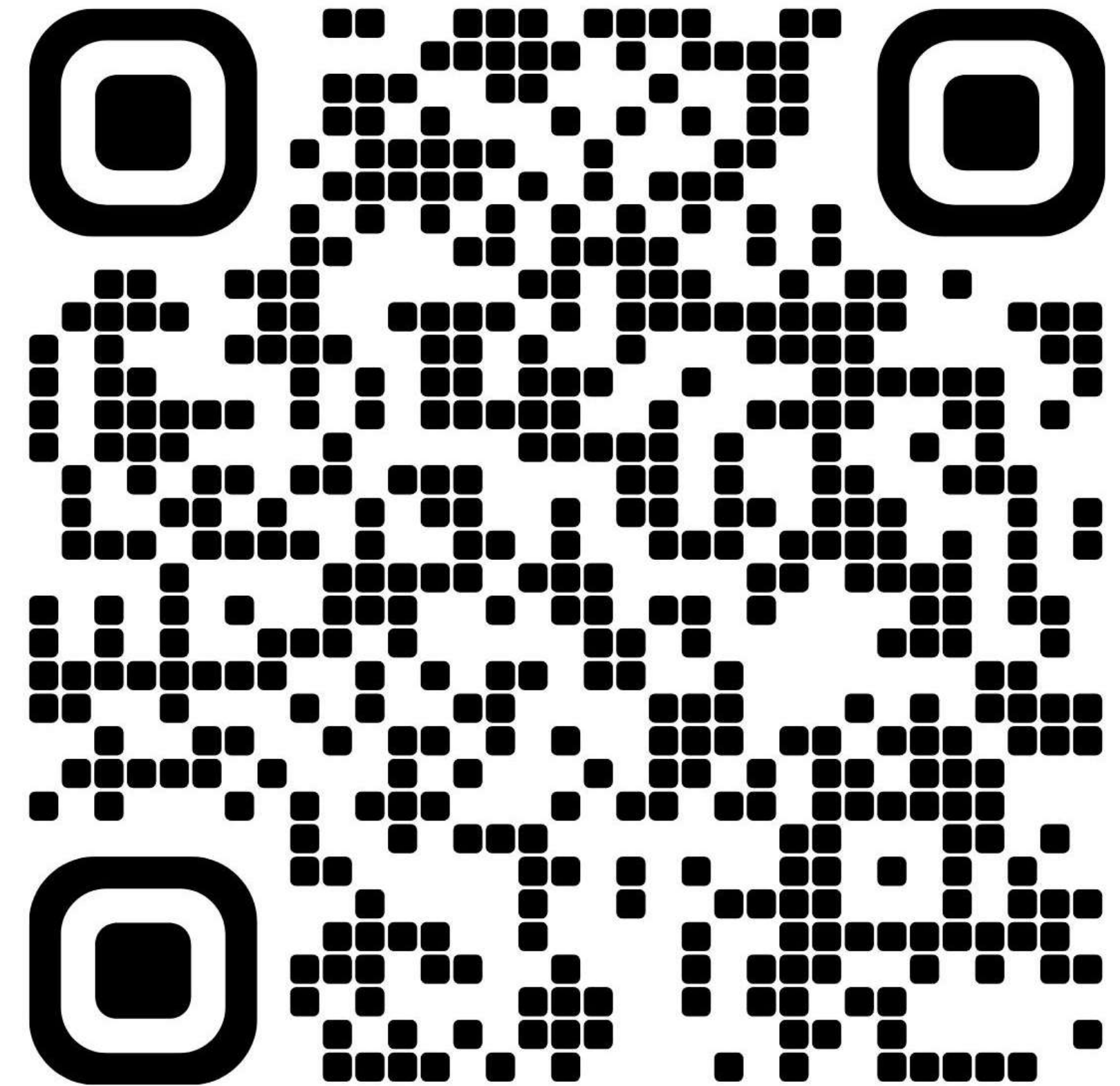


Project results and outcomes

FUTURE MINDS WEBSITE



URL: <https://ka2futureminds.org/>



POSTERS - Green schools and cities

Designed and realized by the students during the I mobility in Belgium



SUSTAINABILITY PODCASTS - Urban Future: the city of tomorrow

**Designed and realized by the students during the
II mobility in Italy**



Plastic and its use



Fast fashion



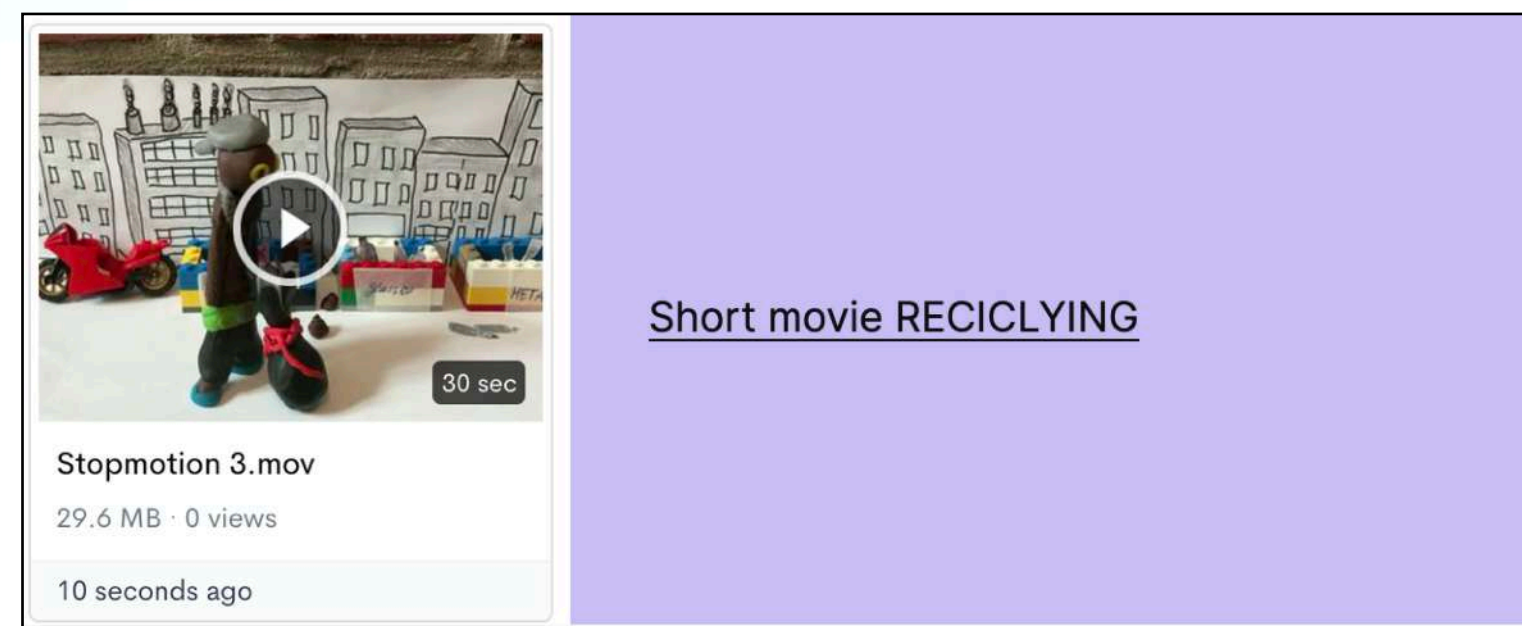
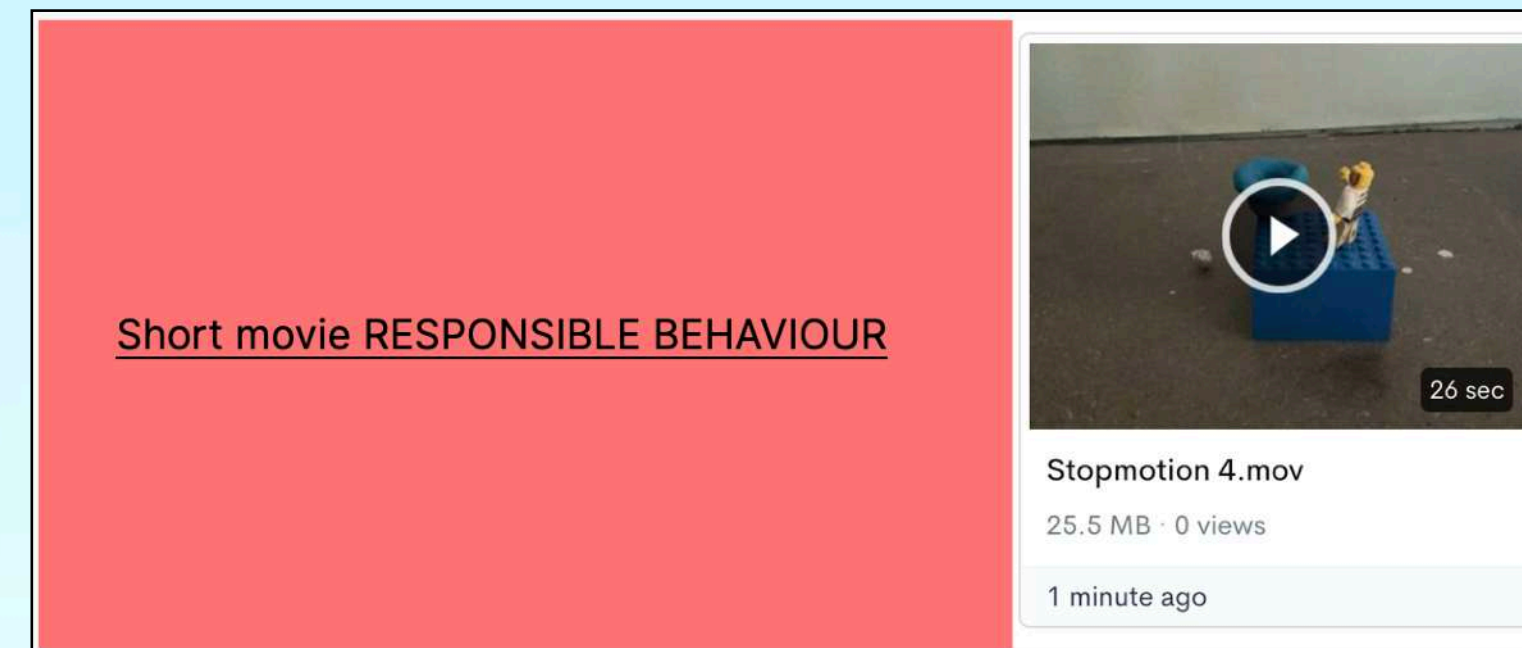
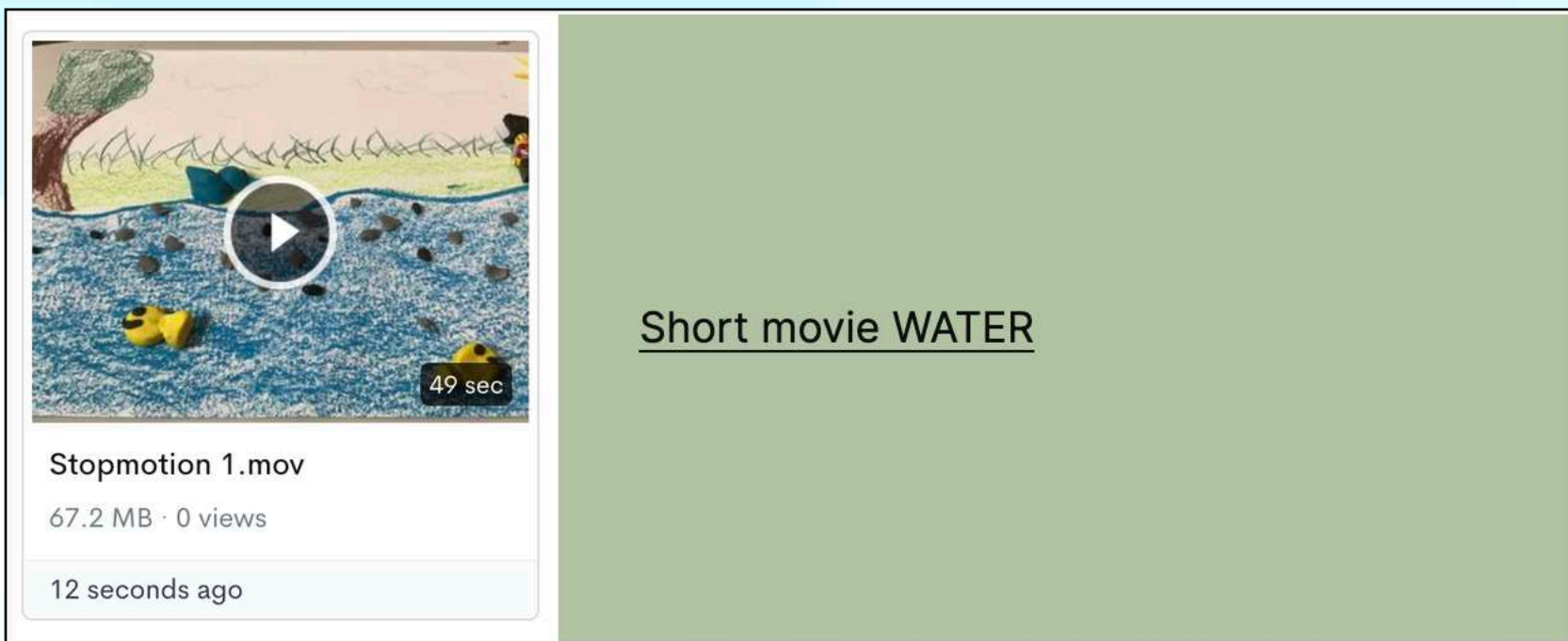
**From garbage
to art**



**Innovative
Solutions**

SHORT MOVIE STOP MOTION

Designed and realized by the students during the
III mobility in Finland



LOGO CONTEST

Padlet

I.C. Umbertide Montone Pietralunga • 1a

Future Minds Logo Contest

Virtual Exhibition

Winner

I.C. Umbertide Montone Pi...
circa un anno fa

Helena



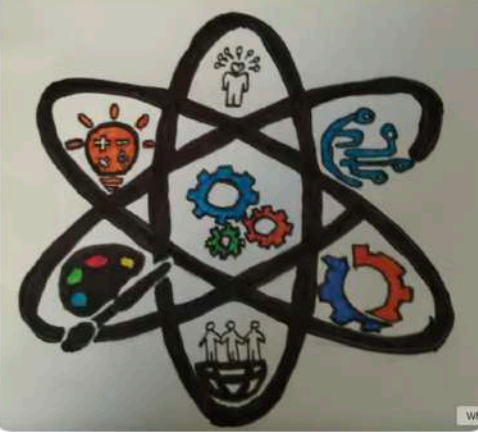
Ho scelto di rappresentare il logo con una mente umana circondata dalla scritta Erasmus Plus Future Minds al cui interno si trovano tutte le lettere sparse che però, unite da un percorso, formano la parola STEAM perché secondo me il progetto Erasmus Plus porta la mente a pensare oltre e non a focalizzarci solo sulle apparenze.

I chose to represent the logo with a human mind surrounded by the words Erasmus Plus Future Minds. Inside this, all the letters are scattered but, connected by a path, they form the word STEAM because I believe the Erasmus Plus project leads the mind to think beyond and not to focus only

Finalists

I.C. Umbertide Montone Pi...
circa un anno fa

Valérián



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I.C. Umbertide Montone Pi...
circa un anno fa

Elettra, Ginevra, Matilde, Sofia

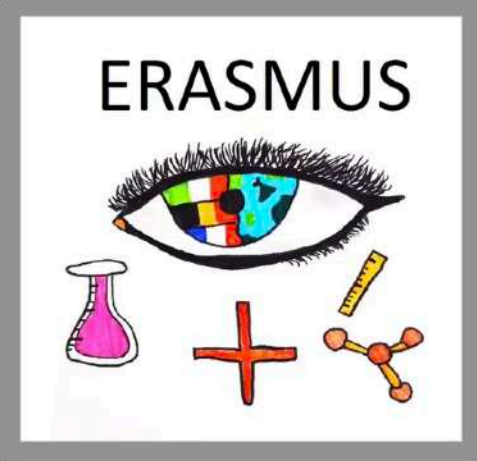


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Logos from Italy

I.C. Umbertide Montone Pi...
circa un anno fa

Livia



L'occhio aperto sta a simboleggiare il saper vedere oltre i propri confini territoriali e mentali, e non rimanere ciechi e chiusi di fronte all'innovazione. Sta anche a simboleggiare l'avere un occhio per l'ambiente ed essere ecosostenibili.

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I.C. Umbertide Montone Pi...
circa un anno fa

Silvana



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Logos from Finland

I.C. Umbertide Montone Pi...
circa un anno fa

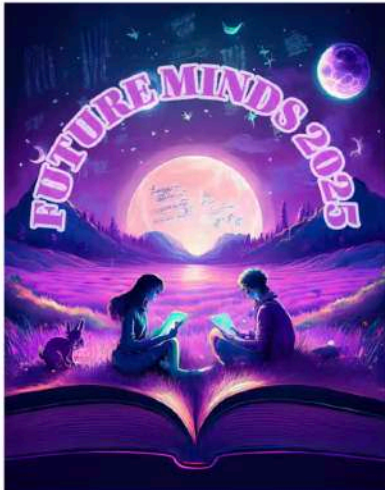
Fanni & Inka



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I.C. Umbertide Montone Pi...
circa un anno fa

Amelie & Elena

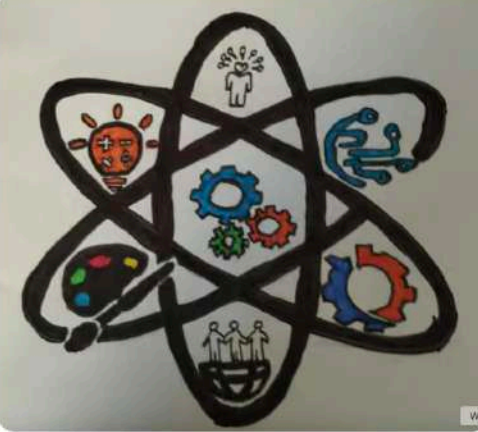


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Logos from Belgium

I.C. Umbertide Montone Pi...
circa un anno fa

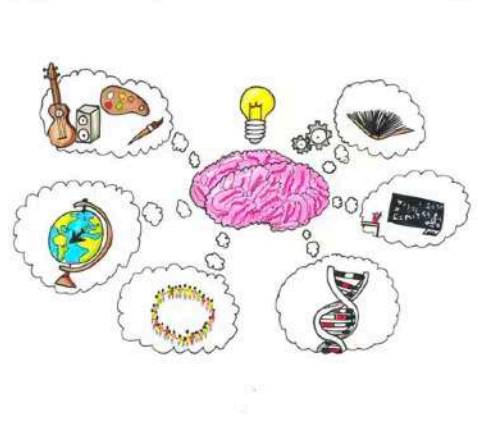
Valérián



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I.C. Umbertide Montone Pi...
circa un anno fa

Alix



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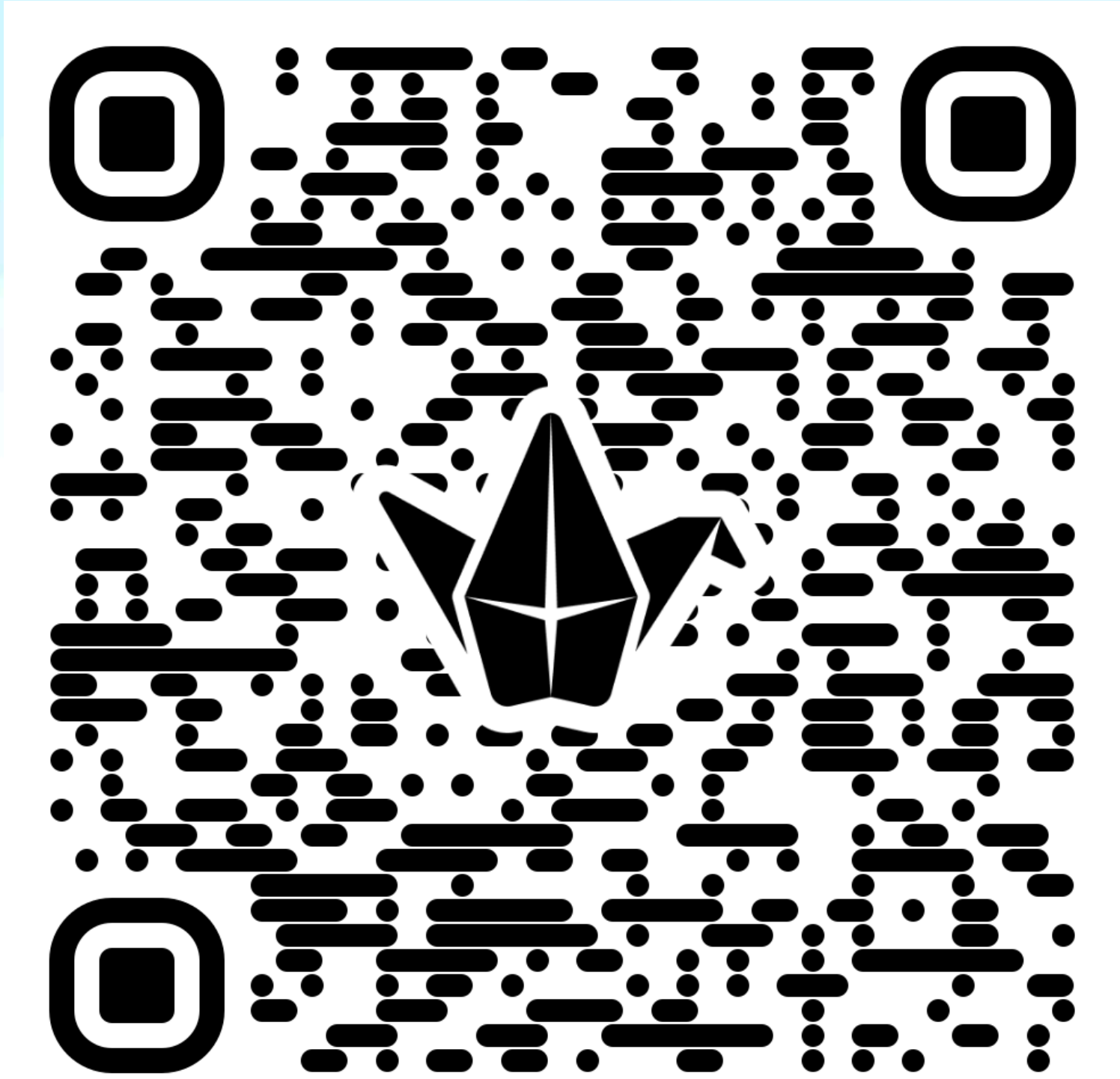
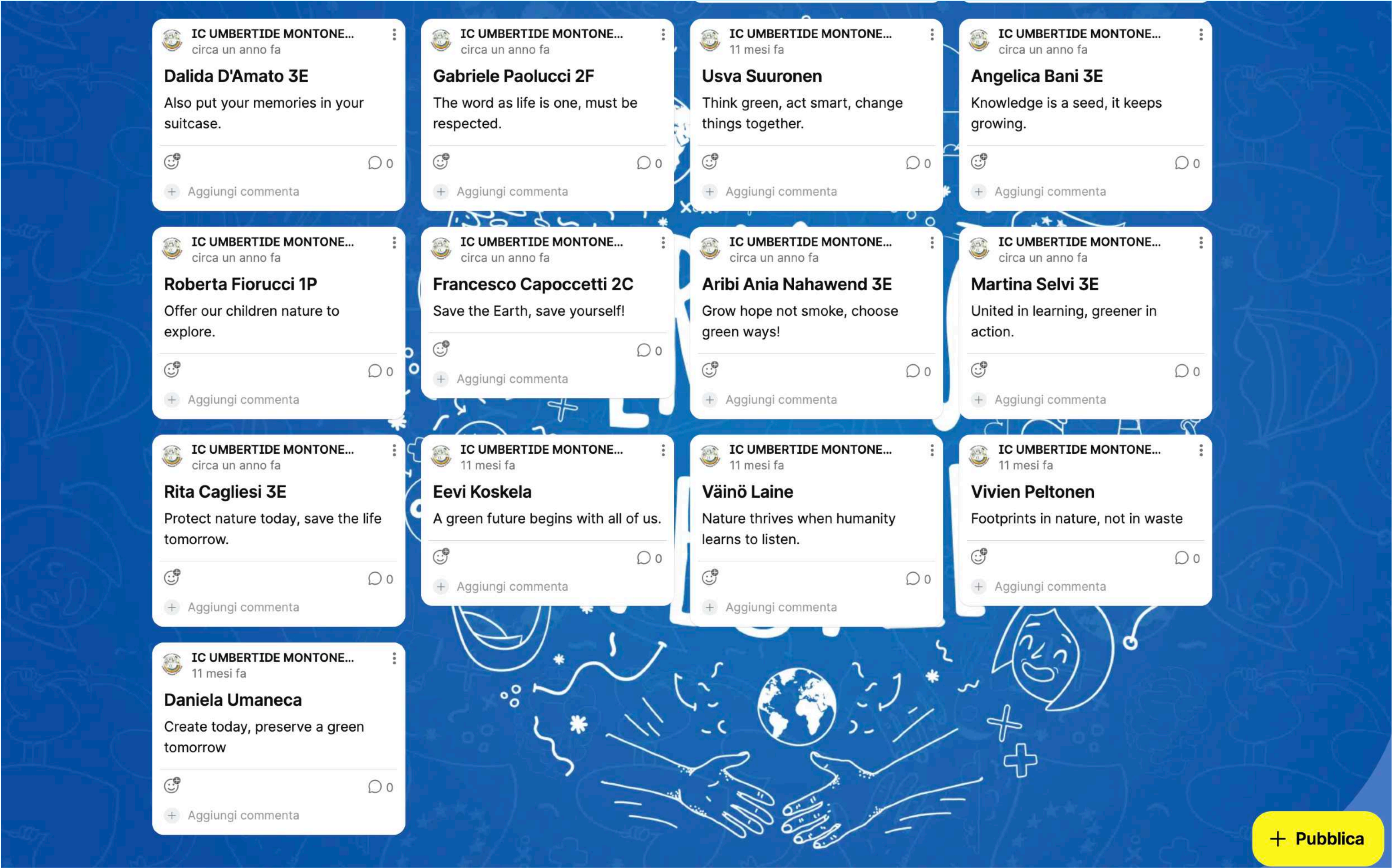
I.C. Umbertide Montone Pi...
circa un anno fa



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Scan to see all the logos

SLOGAN CONTEST



Scan to see all the slogans

Activity templates

The Erasmus+ teamS, as described in the application form realized four template activities, designed to be spread among the European teachers.

The templates are focused on four different subjects:

Active citizenship



Environmental education



Soft Skills

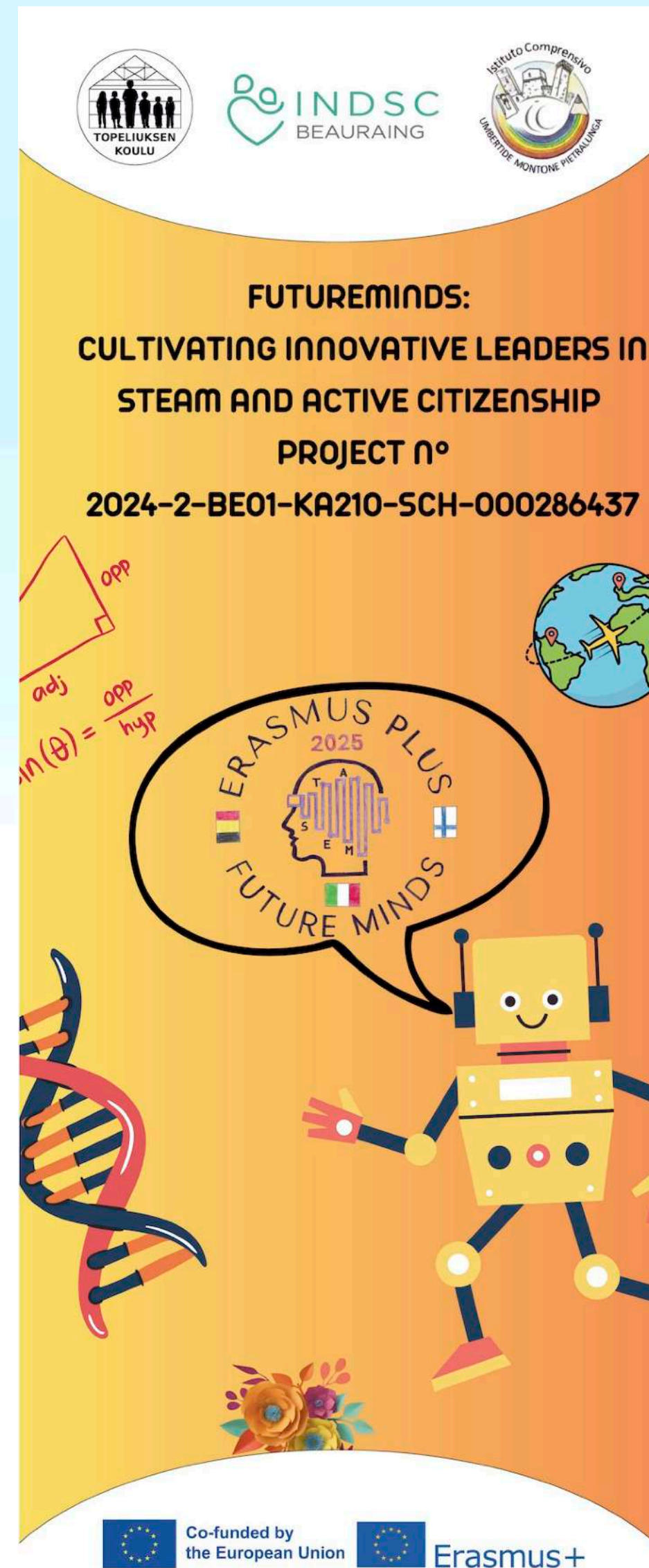


STEAM



<https://ka2futureminds.org/results-2/>

Dissemination material



Partners



The Notre Dame du Sacré-Coeur Institute (INDSC) is a secondary establishment with

820 students and 110 teachers. The INDSC is a school which welcomes each pupil with their particular history and which helps young people to grow so that they can become fulfilled, thoughtful and responsible adults. We support each pupil both from the academic point of view and from the human point of view.

Topeliuksen koulu is a school of 530 students (from 1st to 9th grade). The school is specialised in language teaching and the students can also study French speaking CLIL-classes.



The objective of primary and lower secondary is to support pupils' growth towards humanity and ethically responsible membership of society and to provide them with the knowledge and skills needed in life.



Our institution covers a wide range of education levels, from preschool to lower secondary school. We work with students from 3 to 14 years old. The institute adopts a vertical curriculum from preschool to lower secondary school aimed at achieving key skills, social inclusion, and active citizenship.



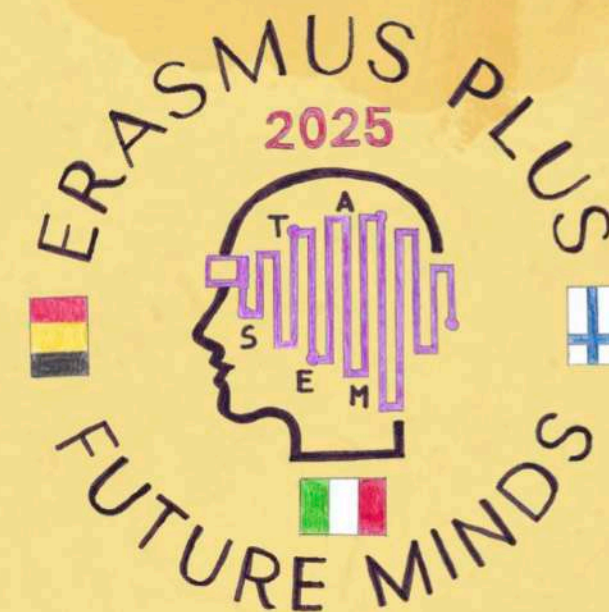
Erasmus+



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Project n°
2024-2-BE01-KA210-SCH-000286437

FutureMinds: Cultivating Innovative Leaders in STEAM and Active Citizenship



Play, learn, discover, grow... be an
active citizen!

TAKE ONE!

TAKE ONE!

The project

The project involves 3 different secondary schools coming from Belgium, Finland and Italy.

The main concrete objectives are:

- Design and implement innovative solutions leveraging STEAM disciplines promoting sustainability, resilience, change of attitudes.
- Engage participants in hands-on, project-based learning experiences to apply theoretical knowledge and develop practical skills.
- Create innovative and original educational paths with the aim to develop together soft and practical skills.
- Promote cultural understanding, we want our students to discover new ecosystems and cultures, giving the opportunity to learn from their peers and improve their foreign language.

With this project, our students aged 11-14 years old will have the opportunity to travel in different countries, discover new cultures and life styles, make friends across Europe becoming active citizens and promoting local mindshift among the school communities.

STEAM, STEAM, STEAM... more and more STEAM!

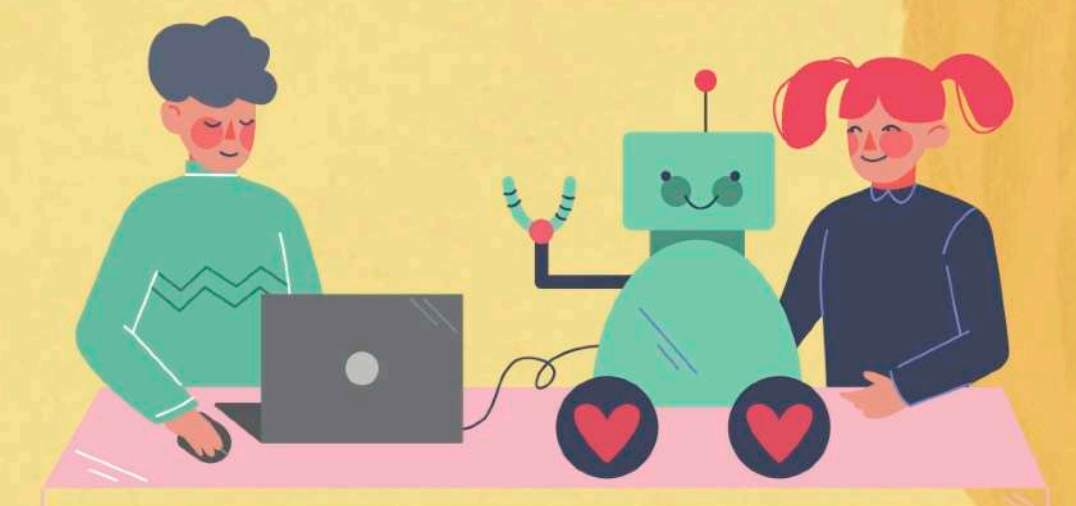


3 international mobilities in Beauraing, Umbertide and Turku for a total of 24 students and 6 teachers.
Local mind-shift sustainable events.

Soft mobility, waste sorting, water treatment, environmental education; natural discovery, studying of the importance of umbrella species, citizen science.

Workshops on soft-skills, art, civic education, communication, creativity, self-expression, role games, sport, STEAM.

Coding, foreign languages, math, applied science, ICT, cross-curricular workshops.



ONE POSTER PER MOBILITY

