

First video meeting Erasmus+ Project



FutureMinds: Cultivating Innovative Leaders in STEAM and Active Citizenship

13/01/2025

Partners



Priorities and objectives

SCHOOL EDUCATION:

Promoting interest and excellence in science, technology, engineering, and mathematics (STEM) and the STEAM approach, and foster girls' interest in STEM

TOPICS

Soft skills

Science, technology, engineering and mathematics (STEM)

Green skills

HORIZONTAL:

Environment and fight against climate change

The main concrete objectives of this project are:

- Foster the interest of girls in STEM fields, working in mixed groups but also in groups divided by gender, locally and internationally.
- Design and implement innovative solutions leveraging STEAM disciplines to address pressing environmental challenges, promoting sustainability, resilience, change of attitudes.
- 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 mindshift 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.
- Each partner also wants to 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

OUTCOMES

STEAM-based projects focusing on the environment have the potential to generate multifaceted outcomes that not only address immediate environmental challenges but also foster learning, changing of behaviors, innovation and collaboration across disciplines.

-Educational Resources: Creation of educational materials, curriculum modules, workshop template, cross-curricular activities that engage students and the community in learning about environmental science, sustainability principles, and STEAM-related topics, fostering their creativity and initiative.

-Community engagement: increase awareness and engagement within the community on environmental issues, fostering a sense of ownership and responsibility for sustainable practices and initiatives.

-Cultural and artistic expression: integration of artistic and cultural elements into environmental projects, fostering creativity and expression, developing environmental awareness campaigns, like public exhibitions, events, or outreach campaigns that raise awareness on environmental issues.

- Creation of a website that will contain all the material developed within the project with a special gallery for the art creation of our students.

- Dissemination material, roll-up, leaflets, posters, gadgets



TASKS



Responsible for the administrative documents, intermediate and final reports.

Responsible for collecting the documents needed for the reports and responsible for the communication between the partners.

The coordinator will be in charge of the **preparation of the agreements among the partners**, they will contain information about budget, calendar, payments, duties (as agreed in the application form), deadlines, indications on the management of the project activities at local level and the standard of quality management for the international activities.

Being responsible for the communication, the coordinator will also take the Google Drive and budget database implementation.

Belgium will prepare training activities on the subject of sustainable development and green school.

In charge of the **evaluation** aspects concerning the project communication, the project meetings, the effectiveness of the tools and documents, the project final results and communication.

They will create a **common evaluation template** to be used during local activities. The evaluation of the meetings will involve students and teachers.

The Finnish partner will provide **questionnaires to the first group and SWOT analysis for the teachers**. All the data will be collected and shared in the google drive Platform.

Finland will run training on the subject of STEAM.

Website design, updating;

Project logo contest, design of dissemination material (roll-up, poster, brochures, ebooks).

With the support of the Finnish partner they will take care of the collection of needed documents and will be responsible for the deadline for the website updating.

Italy will be responsible for the teacher training on the subject of inclusion and soft-skills.

Every partner will be responsible for the involvement of at **least 3 associated partners** to support and better disseminate the activities and the results of the project. Among the associated partners we identified one NGO, one public and one private entity.

Every partner will be responsible for the **development of the activities at the local level**, following the Erasmus+ quality standard we will set during the first video conference, **to ensure inclusion strategies and policies, develop sustainable activities and participate actively in the Erasmus+ national and European nets**. Each partner will be responsible for the development of the learning activities for the students and of the training for the teachers.

Activities

Common rules:

Each mobility is 5 days activities + 2 travel days

In each mobility will take part 8 students + 2 teachers

Everyday students will attend classes with their “EUmates”

Students are hosted in families

Class of foreign languages, math, science, laboratories, ICT

Every partner will bring in mobility 2 students with fewer opportunities (economic, social, cultural).

It is recommended that during each mobility there will be at least 1 STEAM and 1 art activity

Host partner will support the logistic aspects, ex. rent of bus, suggestion for hotels/restaurants

If and when there are fees for transports and meals, they will be shared among the partners

Activities & Calendar

**1st MOBILITY IN BELGIUM
FUTURE GREEN CITIZENS**

Before June 2025

Climate change, pollution and the collapse of biodiversity are all burning issues with links to human activity.

We are going to take advantage of our location in the countryside with several different ecosystems just around the corner, to provide outdoor activities and animations, be them with STEM teachers of our school or with professionals coming from environmental education NGOs.

Activities will be organised around themes such as soft mobility (e.g. travelling by bike); waste sorting; water treatment; assessment of the biological quality of biotopes (species diversity) using different bioindicators of environmental quality; importance of umbrella species (e.g. the Beaver); interspecific relationships (e.g. preys/predators; food chains...); citizen science / participatory science.

Groups such as pollinator insects (butterflies, bumblebees, hoverflies...), common wild plants, aquatic macroinvertebrates, soil fauna, lichens can be surveyed and documented with pupils of that age group.

Visits to European Parliament and/or the Museum of Natural Sciences, and/or ICT-STEAM organizations.

Sharing meals where participants prepare typical national dishes with local products will enhance soft skills and language skills learning, as well as reduce cultural distance between pupils.

Teachers will share best practices and tools on the subject of GREEN SCHOOL.

Activities & Calendar

2nd MOBILITY IN ITALY **SOFT SKILLS FOR GREEN ACTIVE CITIZENSHIP**

October 2025

Different activities focusing on soft skills, such as project-based learning classes; music lessons; team sports and games; a visit to a science and natural history museum and to a contemporary art collection and a cultural exploration of the city of Perugia.

Morning classes will be led following a PBL approach, to improve problem-solving, cooperative skills and creativity, as students delve into hands-on projects, turning concepts into tangible solutions.

Our focus on teamwork will be set through team sports and games. We're planning to offer team-building activities that challenge students both mentally and physically and to organise a sports day in inter-class games.

As our school offers free music study, we're planning to allow host students to explore various instruments and music practical lessons.

One morning will be dedicated to workshop on soft-skills like communication, motivation, and creativity with participation in role games, laboratories of art and creativity, games on communication.

A full-day excursion will be planned to Malakos Museum and to the Burri's collections in Città di Castello. The Malakos Museum is involved in environmental education and research, and it is the largest private malacological collection in Europe, with over 650 thousand specimens organised in a scientific and accessible collection. They use informal education with an inductive, hands-on method in all its forms to provide scientific outreach at all levels.

The Fondazione Burri is dedicated to the preservation and promotion of the artistic legacy of Alberto Burri, one of the most significant Italian artists of the 20th century. It is actively involved in educational and didactic services to promote Alberto Burri's art.

While students will have the opportunity to enhance their soft skills the teachers will have the opportunity to discuss and exchange good practices on the subjects of inclusion, innovative curricula and school/class organisation.

After these activities we will have ready material for the development of the events "mind-shift and awareness campaigns". Teachers will elaborate a document with best practices, strategies and policies for school inclusion and class organisation based on the exchanging of best practices..

Activities & Calendar

**3rd MOBILITY IN FINLAND
STEAM YOUR FUTURE**

April 2026

- 1st day > welcoming breakfast in our school and tour of the institute. Students will be divided into international groups and will attend different classes like maths, english, french, art, science for an immersive experience in the Finnish school system.
In the afternoon we will organised a sightseeing visit to the town with a hunting scientific game.
- 2day > First 2 hours students will attend classes on projects' topics. Divided in groups they will participate in a STEAM workshop focused on coding.
In the afternoon we will visit the Centre of Science and Mathematics education, engaging the students in maths games with museum experts.
- 3rd day > Will be completely dedicated to the STEAM topic, organising workshops and laboratories in collaboration with the Turku STEAM team. Some experts will work with the students, others will run training for teachers.
- 4th day > First 2 hours students will attend ICT classes. Afterwards, they will contribute to the creation of 'innovation fair' and offer other groups in our school to visit there and take part with new innovations. The fair will take place in the afternoon.
- 5th> First 2 hours students will attend classes of foreign language and arts. Then divided in groups they will take part in Disruptive teaching laboratories, where they will play and learn combining natural sciences with other subjects, such as art, music, sports or history.
- We will organise the mobility in collaboration with the Municipality + Turku STEAM team + LUMA Centre + Avaruuspuisto Väisälä

Students will learn that to realise their projects or innovations, they can and need to use science, technology and e.g. robotics to make the innovations reachable and visible to others. By these activities we raise student's awareness about the biodiversity and environment in the region and about the importance of STEAM subjects in everyday life.

Teachers will have the opportunity to attend an immersive training with experts from the STEAM Turku team, in order to improve their competences and get ideas for the development of new didactical paths based on STEAM.

Activities & Calendar

RISE AWARENESS - MIND-SHIFT EVENTS & PROJECT MANAGEMENT

ALL ALONG THE PROJECT + FINAL EVENT IN JUNE 2026

All the partners will organise 2 events, 1 per year. One event on the occasion of Earth day (22nd April) and another one to celebrate the Erasmus+ days in October. These events, run in collaboration with the supporting organisations and the local community (public administrations, NGOs, museums) will have a dual purpose:

1- Disseminate the project activities and results, and also the related local projects of each partner.

2 - Raise awareness among the local communities on the topics of environment, climate change and sustainability.

During the events adults and children will take part in workshops, the same run during the mobilities. The students will also prepare original posters and speeches for the local community on the positive actions to be taken and the negative to avoid, for the safeguard of our local environment and protection of biodiversity.

Every student will create a t-shirt to communicate good practices and actions for the safeguard of our planet.

The activity include also the project management, all the activities needed to be run to manage the project, organize local activities/events, payment of publishing and advertising material, websites, local professionals.

The events will see the students as protagonists, the motto of these initiatives is “events for parents accompanied by children”, because through the work of the students we want to sensitise the adult communities.

The events will be open to the entire local communities, not only the parents of the students, with advertising on the institutional and social channels of the schools, the municipalities and the local museums.

Students will apply what they learnt during the mobility, being the main protagonists of these events. The learning activities focused on communication and creativity will help to create a proper awareness campaign. The workshops attended on STEAM and environmental education will allow the creation of original workshops designed for adults and children. Students will have the opportunity to talk in public, improving their self-esteem and reducing shyness.

THIS BUDGET WILL BE USED FOR:

- buying the material for workshops
- preaparation and desing of printed material about the project and rise awarness events - communication costs (printing of leaflets, brochure, roll-up, online dissemination).
- creation and updating of project website (all partners contribute with 350 € per partner) - fees for the organization of hosting mobility (catering)

Budget



The budget is calculated following the Erasmus+ grant rules

Budget KA210 SCH "FutureMinds: Cultivating Innovative Leaders in STEAM and Active Citizenship"						
PARTNERS	MOB 1 BE	MOB 2 ITA	MOB 3 FIN	MANAGEMENT	TOT PARTNER	
I.C. Umbertide	2750 € transport + 3360 € support students + 1400 € support teachers = 7510 €		3950 € transport + 3920 € support students + 1680 € support teachers = 9550 €	3.240 €	20300	TOTALE PROGETTO 60000 €
Turku Shool	2750 € transport + 3360 € support students + 1400 € support teachers = 7510 €	3950 € transport + 3360 € support students + 1400 € support teachers = 8710 €		3.780 €	20000	
INDSC Beauraing		2750 € transport + 3360 € support students + 1400 € support teachers = 7510 €	2750 € transport + 3920 € support students + 1680 € support teachers = 8350 €	3.840 €	19700	

GUIDELINES FOR MOBILITY BUDGET ALLOCATION

Mob FINLAND 8 students + 2 teachers > 70 €/day support students + 120 €/day support teachers

Mob BELGIUM di 8 studens + 2 teachers > 60 €/day support students + 100 €/day support teachers

Mob ITALY 8 studentis + 2 teachers > 60 €/day support students + 100 €/day support teachers