



SciArt

PROMOTING 21ST CENTURY SKILLS THROUGH AN INCLUSIVE STEAM APPROACH TO CULTURAL HERITAGE

The EU funded project SciArt is carried out within the framework of the Erasmus+ programme. Its main aim is to enhance students' 21st-century skills through the development of an innovative, inclusive STEAM approach (Science, Technology, Engineering, Arts, and Mathematics) with emphasis on Cultural Heritage and the use artifacts in primary and secondary education. The project is interdisciplinary and brings together academics from the arts, the sciences and the cultural sector, researchers in STEAM education, museum experts and professionals, as well as educators and students.



OBJECTIVES

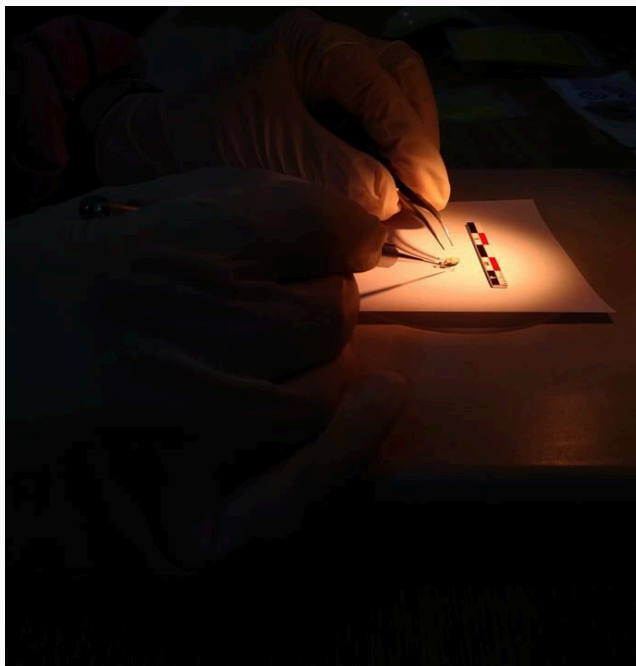
These are the main objectives of the SciArt project:

- Develop an innovative, inclusive STEAM approach to Cultural Heritage, combining inquiry-based methods, science & arts education, technology, and cultural heritage studies; this is the SciArt approach.
- Design SciArt activities, including educational resources and a training course, all available on an educational e-platform.
- Build capacity among all consortium staff members, including researchers, museum experts and professionals, as well as educators, on the various aspects of the SciArt approach.
- Disseminate the approach by sharing the results with educators and their schools, as well as educational organizations and museums.
- Use accessible instruments by using Augmented Reality affordances.
- Provide students with new means to express themselves through the use of multimodal AR books.



Co-funded by
the European Union

2022-1-CY01-KA220-SCH-000086608



TARGET GROUPS

- Primary school educators (Grade 4th-6th).
- Secondary school educators (Grade 7th-9th) specializing in one of the STEAM fields / disciplines.
- Primary and secondary education students (9-15 years old).
- Educational organizations involved in the fields of STEAM and cultural heritage.
- Museums and museum professionals.
- Parents of children participating in the project

RESULTS

- The SciArt e-book offers the theoretical framework for the various aspects of the project
- The SciArt approach that supports the development of a series of STEAM activities and resources on selected museum artefacts.
- The SciArt training course for educators.
- The SciArt educational e-platform that will host the SciArt training course.
- A Master Training Event.
- Multimodal and/or AR-enhanced books based on the activities with the artifacts created by students after the implementation in schools.

PROJECT PARTNERS:



ARISTOTLE
UNIVERSITY
OF THESSALONIKI



UNIVERSITY OF
WESTERN MACEDONIA



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câmara municipal

ASSOCIATE PARTNER:



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