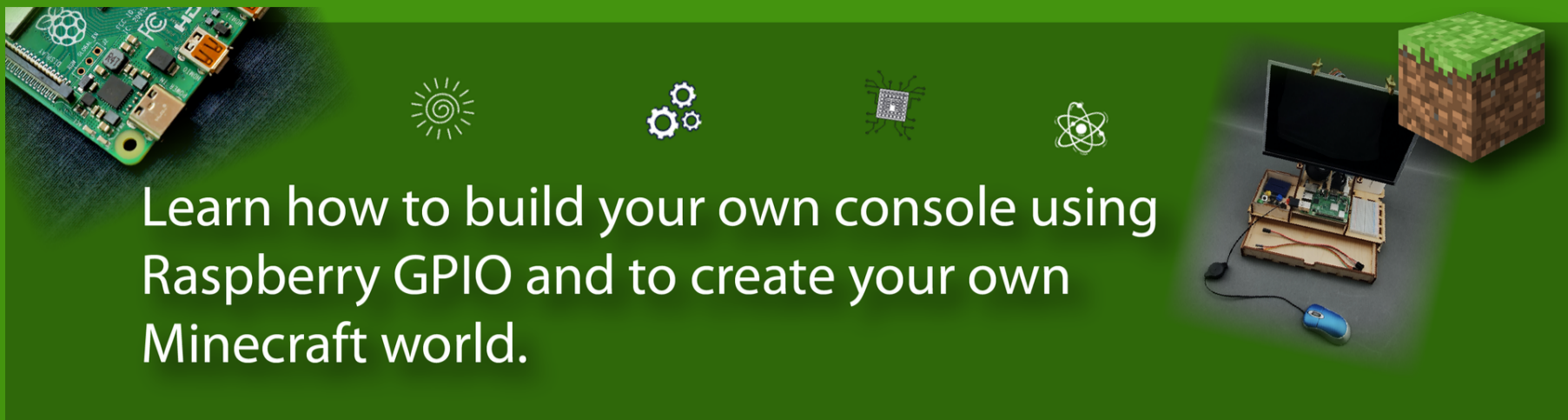




STEM4CLIM8

Welcome to STEM4CLIM8, a project that brings the **perfect combination** of online and offline **best practices** to the teaching of **climate change and natural disasters!**



Learn how to build your own console using Raspberry GPIO and to create your own Minecraft world.

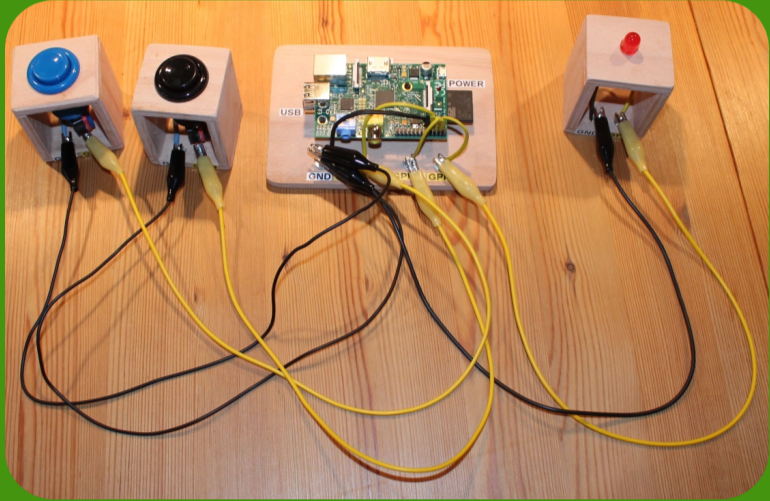
STEM4CLIM8 is an Erasmus+ project that targets teachers and educators working with children with ages between 10 and 14. It introduces innovative educational methods based on STEM applications, like the Minecraft world and a console based on the Raspberry Pi technology and focuses on the topics of Climate Change and Natural Disasters.

The project aims to offer teachers the know-how and a starter-kit for the building of a console based on the Raspberry GPIO microcomputer and to create a custom virtual world using Minecraft. In this world, students will be engaged in science learning through the exploration of missions that will reveal the science behind natural phenomena frequently associated with climate change.

The project will also feature a dedicated virtual space with lesson plans, missions for the Minecraft virtual world, and forums for the community of STEM4CLIM8 users.

This way, STEM4CLIM8 aims to support teachers in:

Engaging young children in STEM activities, online and offline, and developing key digital skills through the exploration of virtual missions



Fostering an environmental consciousness in young children through engaging activities, like educational games and virtual challenges



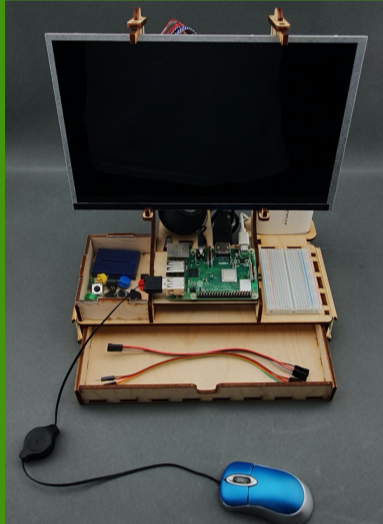
WANT TO PARTICIPATE?

REGISTER HERE

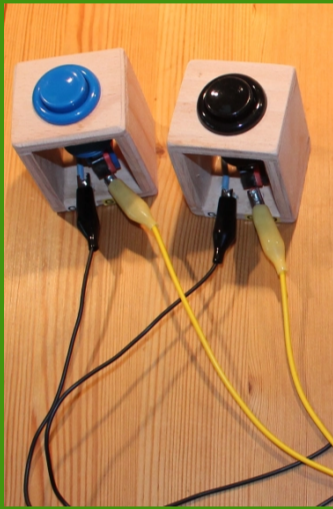
Register to become part of the STEM4CLIM8 community and ...

Become eligible to

A DIY console kit based on Raspberry Pi and an assembly guide in different languages



Physical computing blocks that facilitate interactions with the virtual world



Have access to

A Minecraft world related to natural disasters which will support the execution of educational missions



A virtual space with lesson plans, missions for the virtual world, and forums for teachers



VISIT THE WEBSITE

Meet the project partners:

STEM4CLIM8 was born from a collaboration of partners from six European countries. You can visit each partner's website to know more about their activities:



<https://www.civicuk.com>

Civic Computing was established in 2001, in Edinburgh, **Scotland** and is one of the largest suppliers of digital work to the Scottish Government. CIVIC is known for innovation in product development.

Pamukkale University is a state university in **Turkey**, with over 50000 students, which gives great importance to international partnerships with Europe's and world's leading universities.



<https://www.pau.edu.tr>



<https://www.atermon.nl>

ATERMON, in the **Netherlands**, is at the forefront of Applied Research in emerging Technologies and successfully leads gamification techniques in education. ATERMON is responsible for the Minecraft educational modding in STE4CLIM8 edition and the delivery educational environment of the project.

HeartHands solutions, in **Cyprus**, is a dynamic consultancy bridging the gap between education and novel technologies. HeartHands participates in the creation of the STEM4CIM8 console design and delivery and the creation and programming of the Physical Computing Blocks.



HeartHands
SOLUTIONS
HANDS ON KNOWLEDGE

<http://hearthands.solutions>



<https://nuclio.org>

NUCLIO, in **Portugal**, is a non-profit organization that brings together researchers and teachers from the fields of science and education with the aim of promoting innovation in education.

SPR (Silogos Goneon & Kidemonon 2o Dimotiko Porto Rafti), in **Greece**, is a non-profit parents' association of the second elementary school Porto Rafti, which supports the school's social, educational and cultural activities.



<https://www.facebook.com/sylogosgoneon2npiagogeiouportorafi>

Are you interested to know what the partners have been developing? Read the project's first article

In this article, you will learn how STEM4CLIM8 can help you prepare your students for tomorrow's societies. See how to tackle the issues of climate change and natural disasters through the creation of a custom Minecraft virtual world, inspiring children with environmental consciousness while at the same time help them enhance STEM skills.

Read the full article [here](#).

Stay tuned to all the news, progress and events of the project by subscribing to the project's newsletter

Subscribe now

Connect with us on Social Media!

Are you into social media? Our Facebook and Twitter pages bring news about the project, climate change, STEM education, and much more. Be sure to like and join our community!



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