

Welcome to our second newsletter!

STEM4CLIM8 is a project which will introduce innovative educational methods based on STEM-related applications in the topics of Climate Change and Natural Disasters.

Targeted at teachers and educators working with children ages 10-14,



disasters (earthquake, flood, heat wave) determined within the scope of these activities with climate change. These developed scenarios were transformed into Minecraft game modules, and will be supported by educational materials such as lesson plans, game consoles, related program codes, user manuals, and more. In this edition: 1. Consoles Ready!

The project continues its activities rapidly to realize its mission. Educative

scenarios for children 10-14 years old were developed by linking the natural

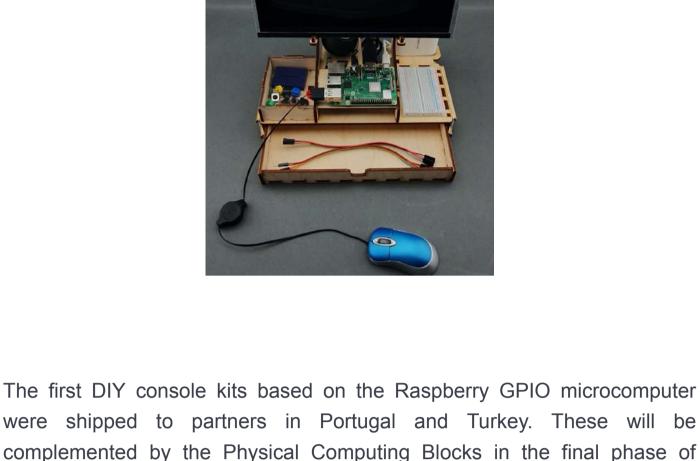
3. Check our new infographic. 4. Transnational Meeting News

- 5. Sign up our newsletter 6. Connect with us on Social Media!

2. Minecraft World Missions

- 1- The consoles are ready!

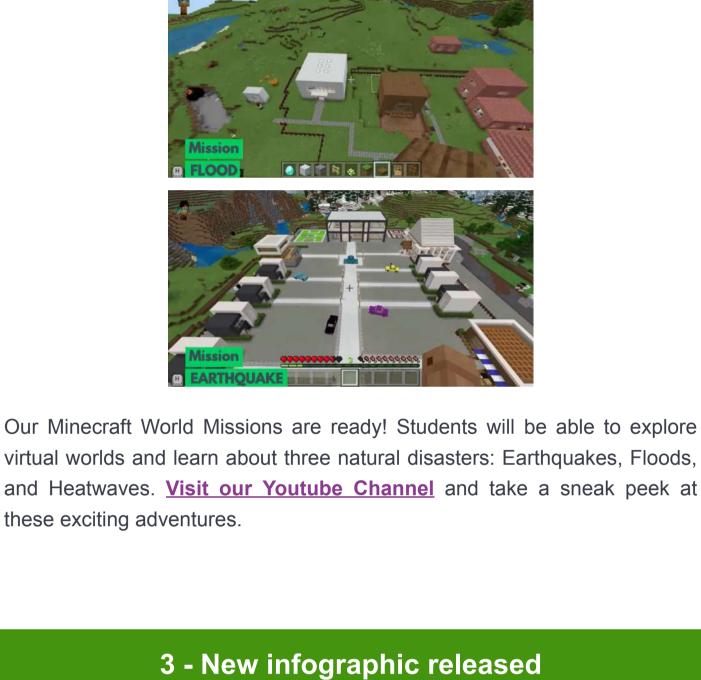
innovative way.

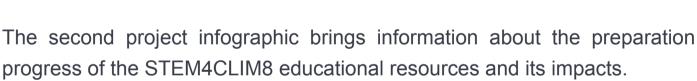


2 - Minecraft World Missions

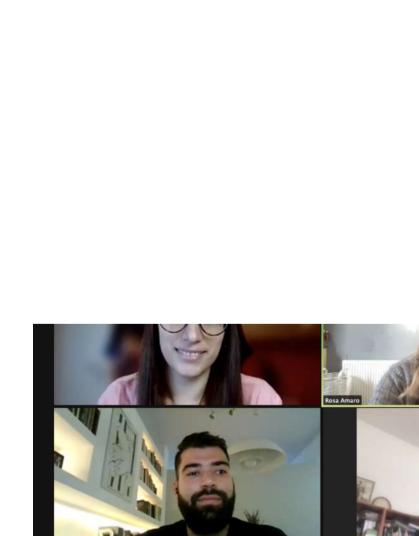
development. Soon, schools in the participating countries will be able to use

the consoles to learn about natural disasters and climate change in an





4 - Transnational Meeting News



Check it out at this link.

On the 11th November 2021, the consortium for STEM4CLIM8 hosted their 2nd Transnational Partner Meeting virtually. The consortium is satisfied with the management and development of the project so far and with the project results produced. Read more here.

Want to participate?

REGISTER HERE

Register to become part of the STEM4CLIM8 community and implement the innovations in your class.

Stay tunned to all the updates by subscribing to the

STEM4CLIM8 newsletter

Subscribe now

VISIT THE WEBSITE

Connect with us on Social Media!

sure to like and join our community!

Are you into social media? Our Facebook and Twitter pages bring news

about the project, climate change, STEM education, and much more. Be

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