Robotics in aquatic environments to promote STEM and environmental awareness

ABOUT- Scope and partnership

The RoboAquaria project aims to address climate crisis and foster environmentally sustainable behaviors in school communities with the use of Educational aquatic robots.

The project is in line with the horizontal priority "*Environment and fight against climate change*" and the priority "*Addressing digital transformation through the development of digital readiness, resilience and capacity*".

The consortium of the project is a collaboration among universities (Marche Polytechnic University-Leader, University of Aegean, University of Zagreb), educational & research centres (CARDET, Future in Perspective, INNOVADE, Ancybernetics) and schools (IC Solari, Primary school Osnovna škola Tituša Brezovačkog, ICS Largo Cocconi).

PROJECT RESUTLS

To achieve its scope, the project will develop the following outcomes:

- Methodological Framework for the Pilots, Guidelines for the Teachers and Validation; a report based on the design of pedagogical approaches that can be used to cultivate learner's sustainability competences.
- Toolkits and Lesson topics; guidelines to direct educators on how to build the Roboaquarium and implement an educational curriculum incorporating robotics and green skills.
- E-learning platform and Open Educational Resources (OERs); an open space with free pedagogical resources and augmented reality tools.
- Policy Recommendations; a collection of lessons learned, best practices, challenges and policy suggestions.

PARTNER MEETING

The RoboAquaria project's second online meeting was held on the 7th of November 2023.

Representatives from all partner-organisations, institutes, and schools attended the meeting virtually to discuss about the progress of Work Package 2 and the next steps regarding Work Package 3.
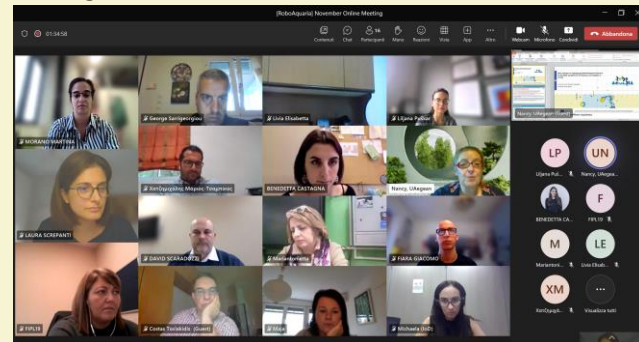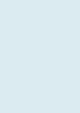

CURRENT WORK & NEXT STEPS

During the last months, the consortium has been working on the first result, **the RoboAquaria Methodologican Guide,** which included:

- National desk and field research to investigate the state-of-the-art in relation to Educational Robotics, STEAM education and Environmental Education in schools
- Curriculum mapping with the existing teaching methods and the curriculum needs, as well as the learning outcomes that need to be achieved.
- Collection of good practices and recommendations on interdisciplinary teaching.

STAY CONNECTED

For more information, visit the project website or follow us on LinkedIn and Facebook.

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