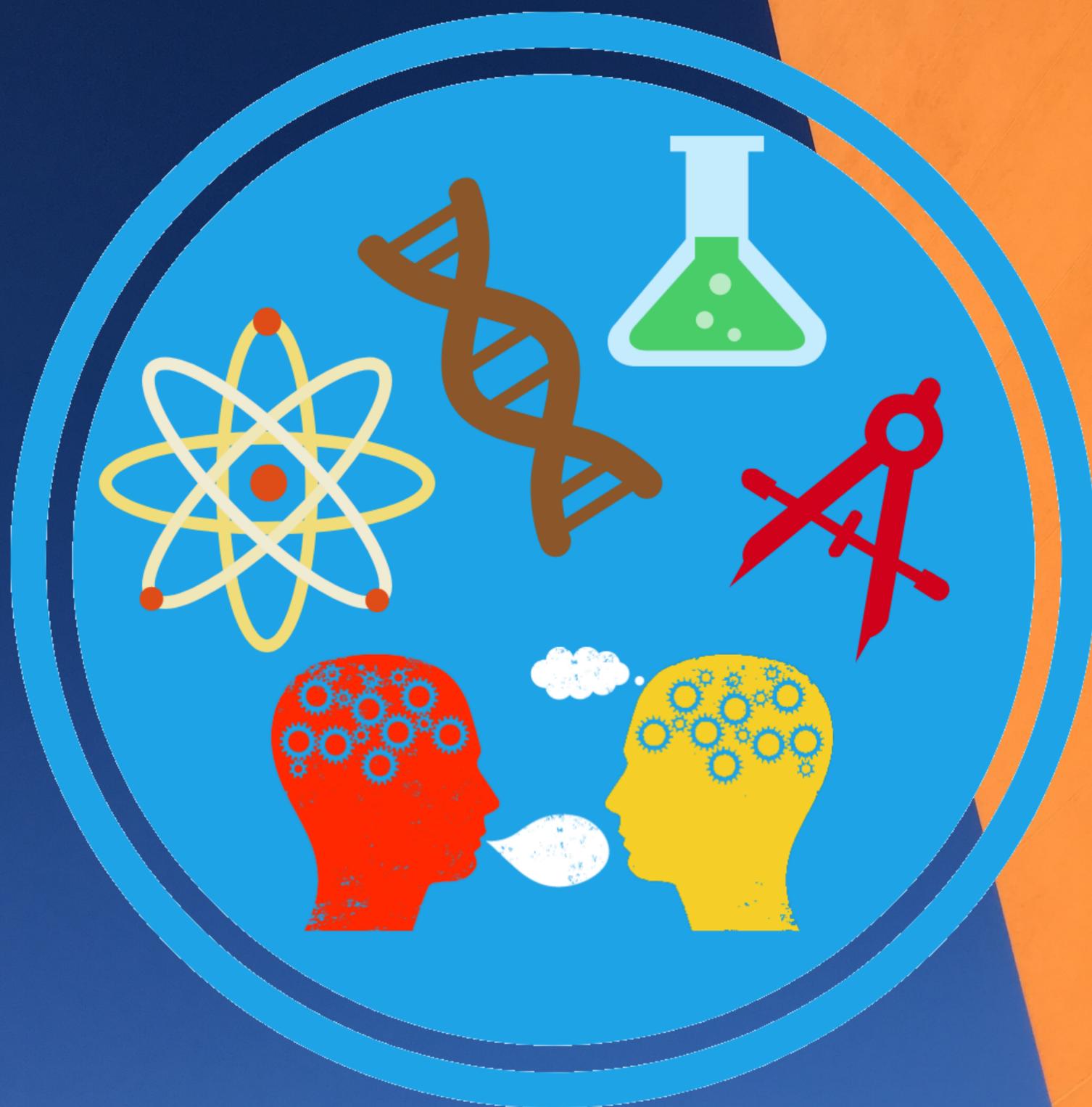


# Erasmus+ Project

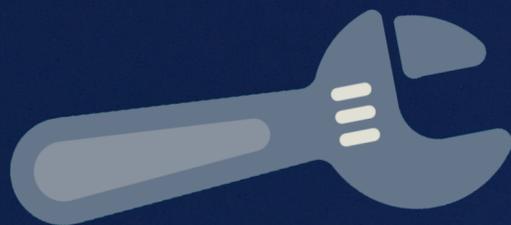
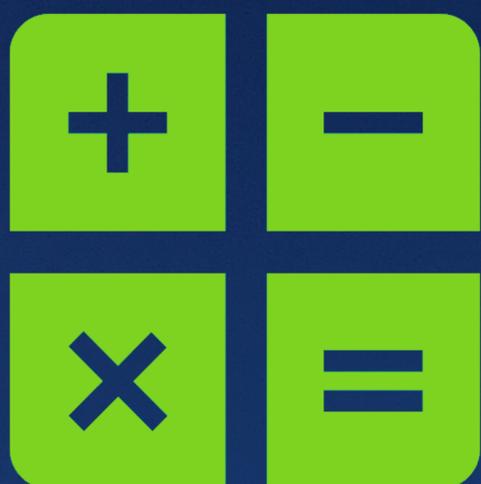


CLIL for STEAM

## Context

Content and Language Integrated Learning (CLIL) plays an increasingly important role in language education.

At the same time, STEAM (Science, Technology, Engineering, Arts and Mathematics) is important because it pervades every part of our lives.



## Aims

The C4S project aims at combining the study of CLIL and STEAM. Specific objectives of the project are:

- provide teachers using CLIL method with necessary knowledge and skills to create their own materials
- provide teachers and students with high quality and highly transferable CLIL based teaching materials focusing on STEAM curricula
- creating a community of practice through which teachers and educators could share their CLIL materials and tips for teaching STEAM in a foreign language

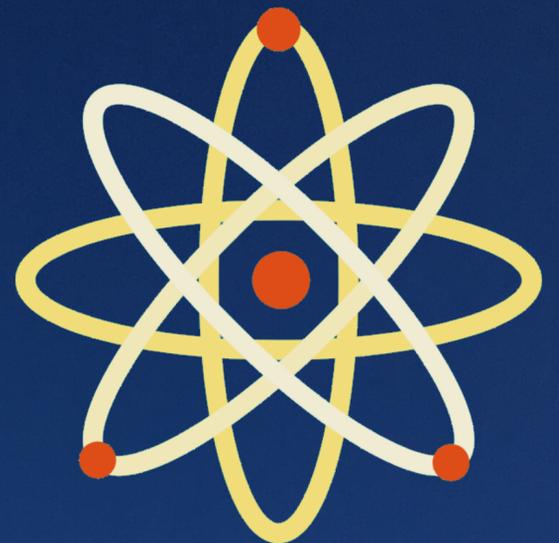




## Target Groups

The project is addressed to:

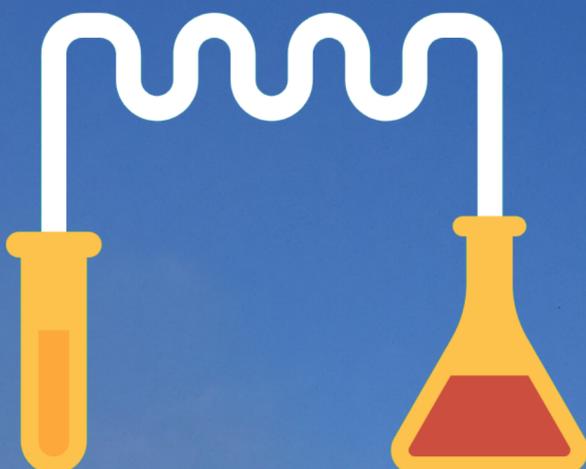
- Secondary School Teachers
- Secondary School Students (aged 11-19)



## Expected Results

The main project results include:

- a set of valuable CLIL based Educational Videos for STEAM
- a set of Teaching Resources for the implementation of CLIL for STEAM
- Teachers' guidelines for using CLIL to teach STEAM



# Partnership

7 partners from 5 different European countries are involved in the project:

- Szkoła Podstawowa nr 5 w Świdniku (Poland) 
- Limerick Institute of Technology (Ireland) 
- Pixel Associazione (Italy) 
- Università Telematica degli Studi IUL (Italy) 
- IIS E. Montale Nuovo IPC (Italy) 
- Trakų Vytauto Didžiojo gimnazija (Lithuania) 
- Fundatia EuroED (Romania) 

## For Information Please Contact



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Co-funded by the  
Erasmus+ Programme  
of the European Union

The European Commission's support for the production of this publication does not constitute an endorsement of the contents, which reflect the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

Project Portal: <https://clil4steam.pixel-online.org/index.php>

Project Number: 2019-1-PL01- KA201-065027