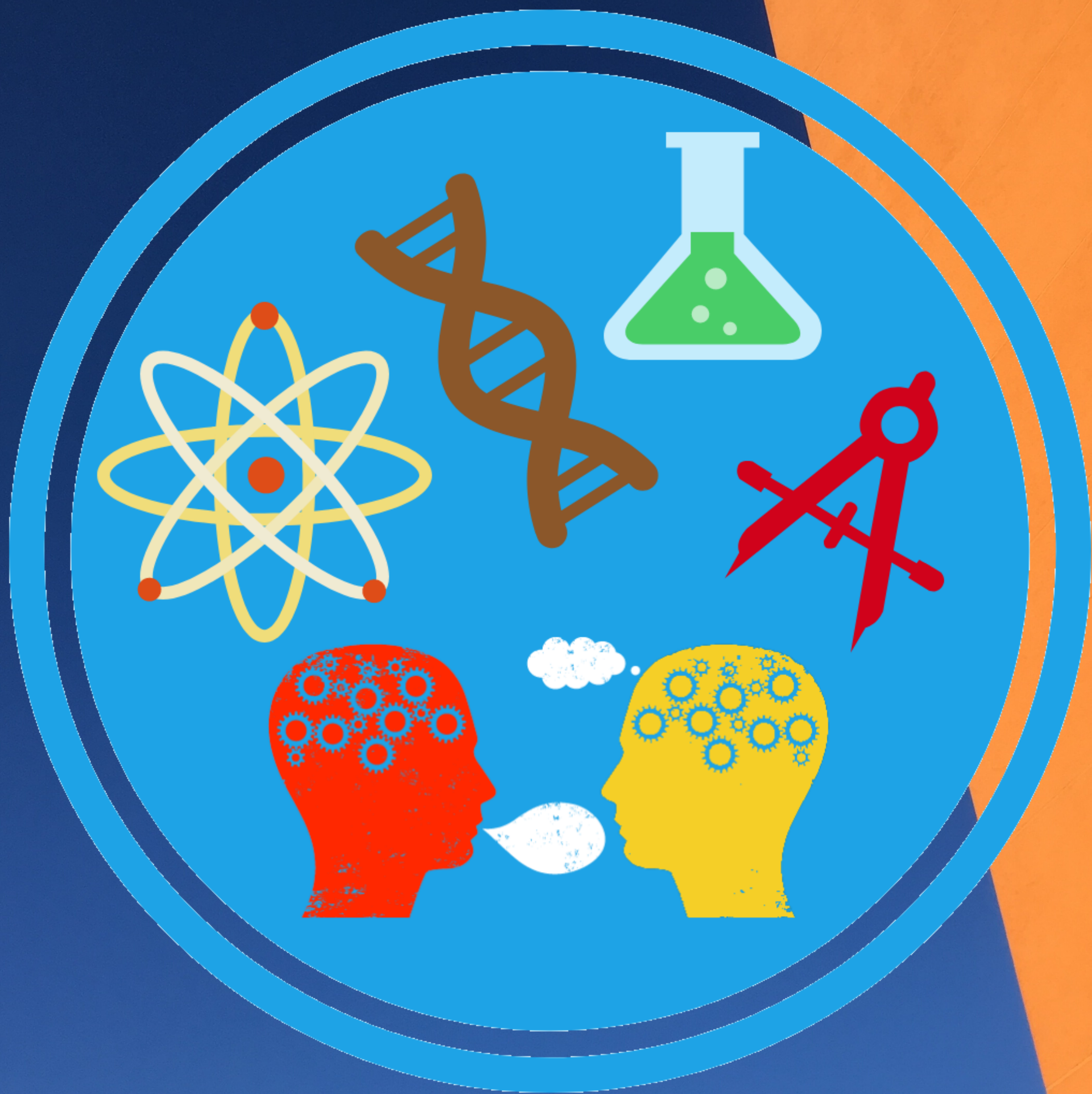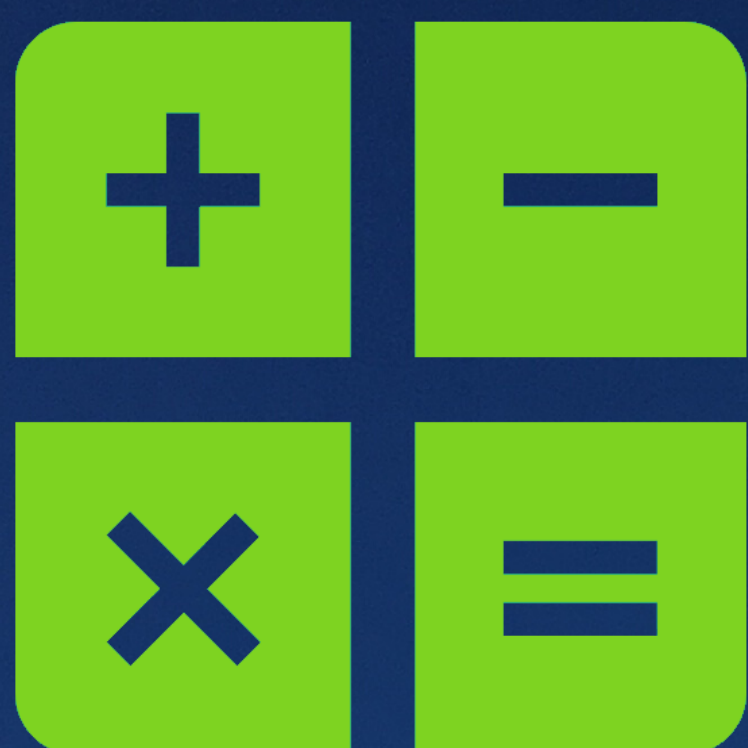# Erasmus+ Project

CLIL for STEAM

Context

Content and Language Integrated Learning (CLIL) plays an increasingly important role in language education.
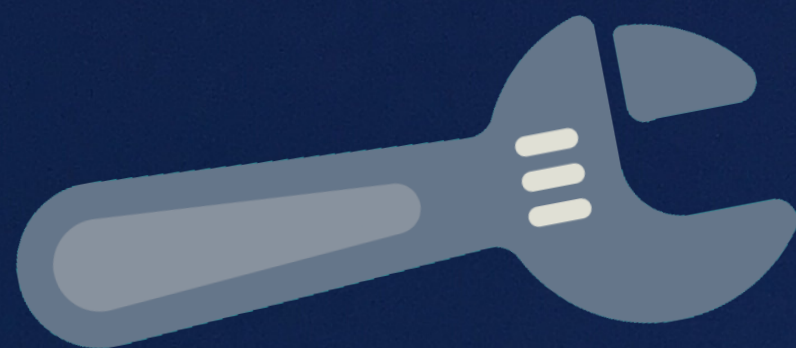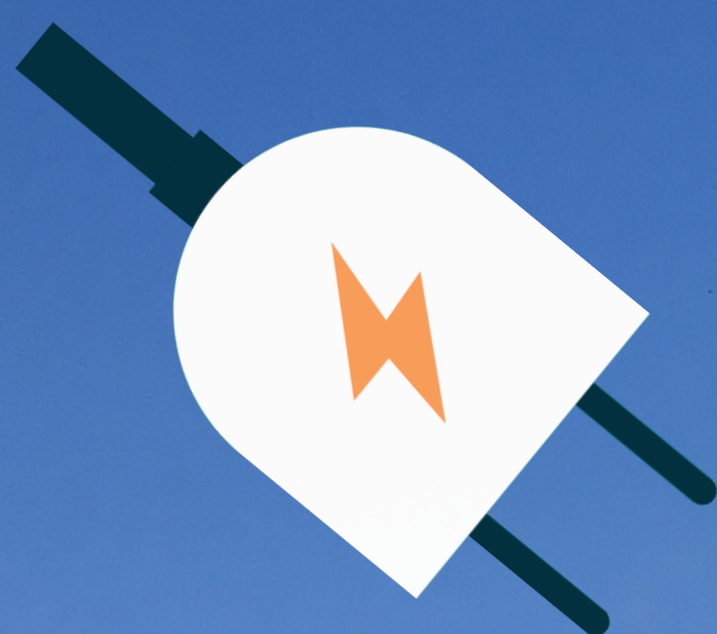At the same time, STEAM (Science, Technology, Engineering, Arts and Mathematics) is important because it pervades every part of our lives.

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
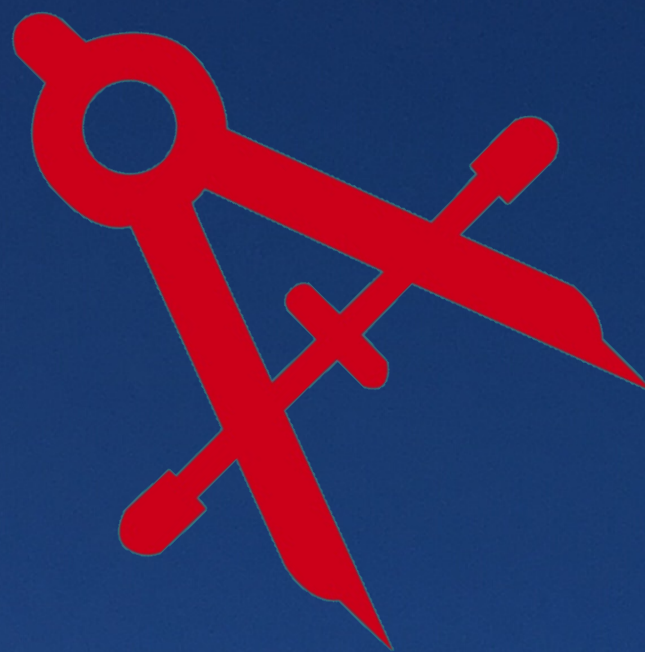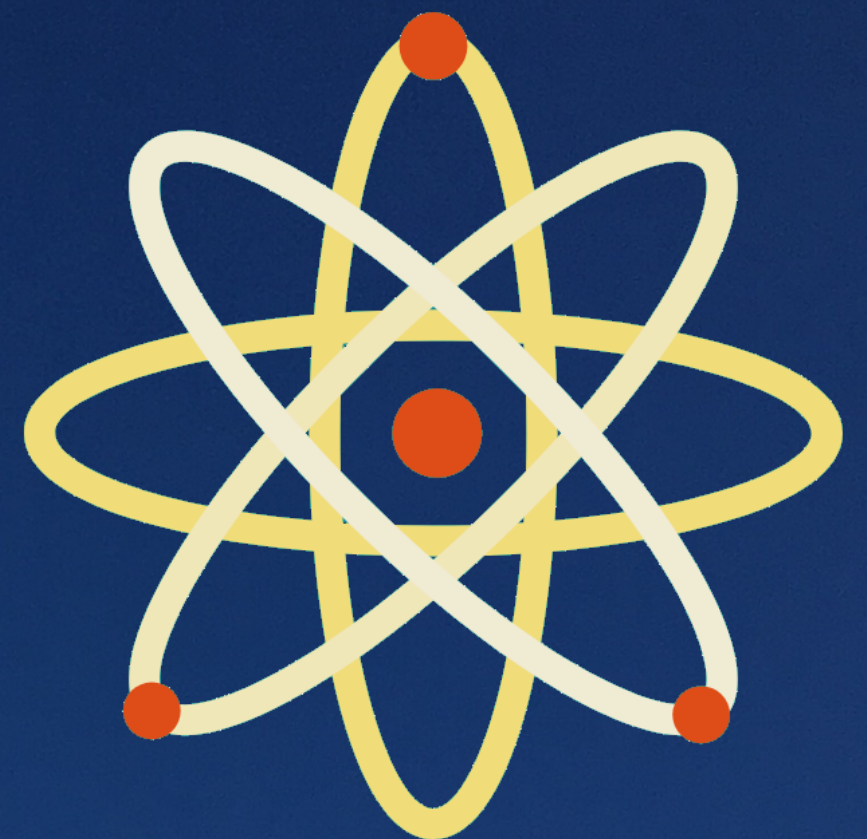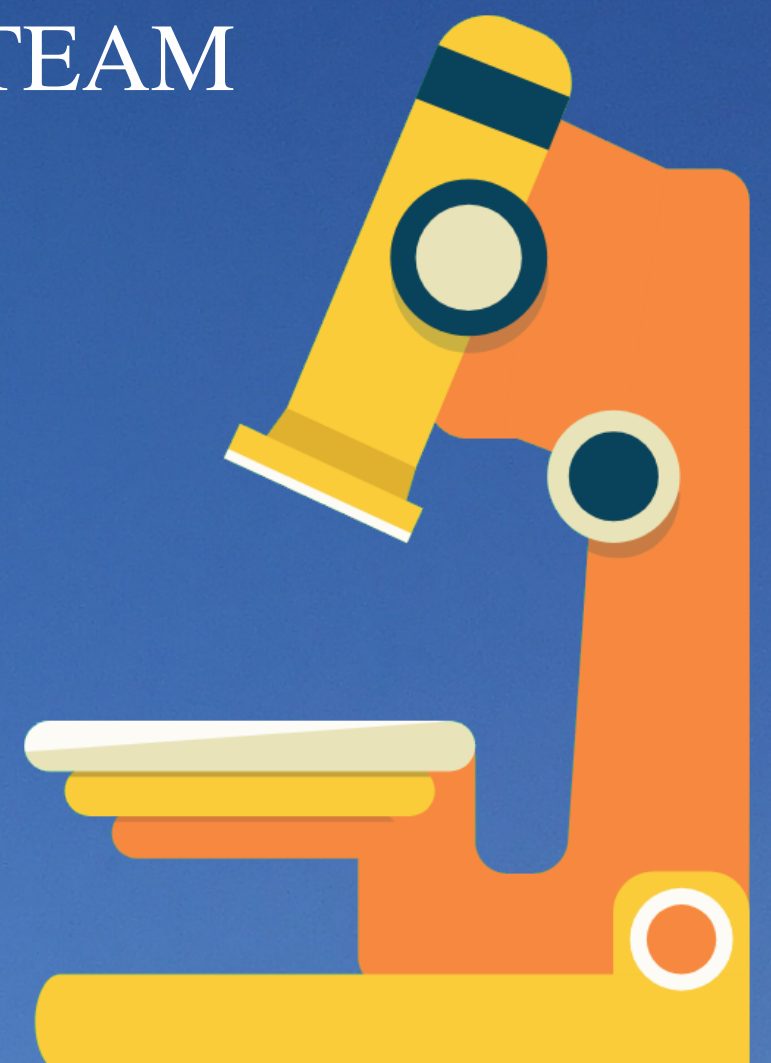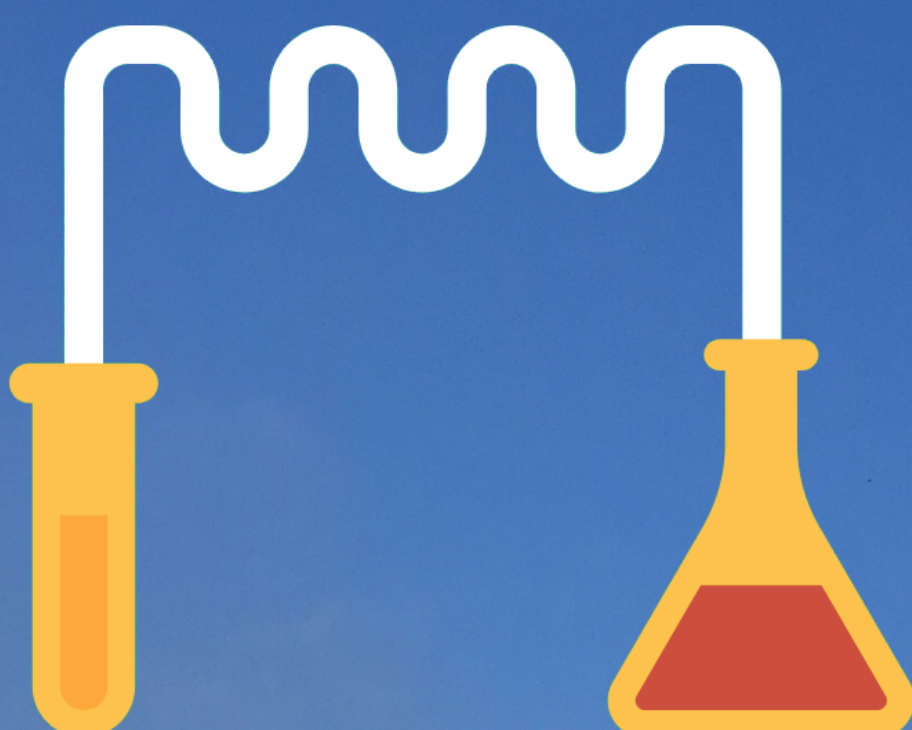
Target Groups

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

Marcin Paśnikowski

Szkoła Podstawowa nr 5 w Świdniku

Tel: +48814688965

e-mail: mpasnikowski@tlen.pl

Lorenzo Martellini

Pixel Associazione

Via Luigi Lanzi, 12

50134 Firenze (IT)

Tel. + 39 055 489700

e-mail: lorenzo@pixel-online.net

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