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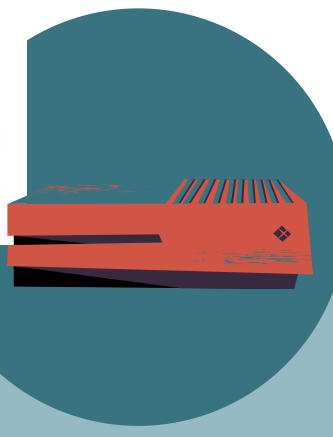
2Play 2Learn



Ready ? Set. Go!

WHAT IS PLAY2LEARN ?

The Play2Learn is a European project that has the goal to provide pupils 8-14 years old, teachers, trainers, and parents with the necessary tools to come in contact, get interested and familiarise themselves with programming and STEM education.

OBJECTIVES

- To introduce children to programming and STEM through hands-on play.
- To provide educators, pupils, and parents with a valuable tool of teaching STEM in a fun way, excite children's curiosity and introduce them to new digital skills.
- To act as node of knowledge dissemination on how to engage children with programming and STEM.
- To devise strategies for the adoption of educational hands-on play in the classroom.

RESULTS

- Play2Learn Kit comprising a do-it-yourself computer, peripherals, and electronic circuits to be used with provided educational content.
- Animated videos introducing the Play2Learn kit and its uses.
- Educational content covering Minecraft Pi, Scratch, Physical computing.
- Educators' guide including lesson plans.
- Learning Motivation Environment in all project languages delivering the Play2Learn content in the form of engaging online multimedia resources.
- Play2Learn Academy virtual space with supporting infrastructure.

WHO CAN USE PLAY2LEARN ?

The Play2Learn project results are to benefit teachers, trainers, counsellors, all categories of school education staff, pupils 8 – 14 years and parents.

Game over

CONSORTIUM

CIVIC · eLearn · Emphasys Centre · Εκπαιδευτήρια Πλάτων · Scholé · idec · CCS Digital Education

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