34th Central European Conference on Information and Intelligent Systems

CECIIS

PROJECT SECTION
PITCHES

PROJECT NAME:

T.E.S.T.: Technologies for STEAM Teaching

INSTITUTION:

University of Zagreb Faculty of Electrical Engineering and Computing

PRESENTER:

doc. dr. sc. Tomislav Jagušt

20 - 22 September, 2023 / organized by Faculty of Organization and Informatics / Dubrovnik, Croatia

T.E.S.T.: Technologies for STEAM Teaching

Erasmus+ KA2
    2021-1-IT02-KA220-HED-000032085

Start - End: **01/Feb/2022 - 31/Jan/2024**

Leading institution: **Università di Siena, Italy**

12 Partner Institutions, including the University of Zagreb, Faculty of Electrical Engineering and Computing, Croatia

34th **C**entral **E**uropean **C**onference on **I**nformation and **I**ntelligent **S**ystems

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T.E.S.T.: Technologies for STEAM Teaching

In broad terms, the T.E.S.T. project aims to:

- **promote** innovative and high-quality teaching and learning methods through new technologies and digital content,
- **help** universities and teachers, especially those in the STEAM disciplines to acquire digital skills and teaching methods, support the development and availability of open educational resources
- **mobilize** all stakeholders (teachers, learners, families, economic and social partners) to transform the role of digital technologies as a catalyst for didactic, content and methodological innovation in higher education at European level

T.E.S.T.: Technologies for STEAM Teaching

In line with the priority "Innovative practices in a digital era" the project strategy envisages the implementation of the following activities:

- **Co-elaboration of a Learning programme** as a didactic framework trainer training to develop the digital, methodological, project design and communicative-relational skills of teachers
- **Creation of Open Educational Resources**
- **Conception of a TEST Toolkit** with the design and implementation of a Methodological Innovation Manual
- **Holding of a mobility session in the classroom**
- **Testing** by beneficiary teachers of the acquired methodologies through the provision of virtual laboratory lessons in partner universities for classes of students to test their effectiveness.

T.E.S.T.: Technologies for STEAM Teaching

Project results so far:

- T.E.S.T. Program: Training of Trainers for adaptive teaching:
  - https://drive.google.com/file/d/1t5Fes5uFdYHXomHDtls091PS2rPEaQg2/view

- Open Education Resources (online lessons):
  - https://erudire.it/course/view.php?id=23

- TEST Toolkit - The Adaptive Teacher's Toolbox:
  - finished, will be published soon

- All results: https://project-test.unisi.it/resources/