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Metaverse-Based STEM Education for a Sustainable and Resilient Future

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Vol 2.

Welcome to the latest edition of the M-STEM project newsletter! We're excited to share some key updates and recent activities within the M-STEM community.

M-STEM AT ERASMUS DAYS

Recently, our French partners introduced the M-STEM project at the Erasmus Days event held at their school. The presentation aimed to inform students, educators, and visitors about how our project is working to improve STEM education. It highlighted the project's goals of using modern technology to enhance teaching and learning experiences, with a focus on making STEM subjects more accessible and engaging for students.
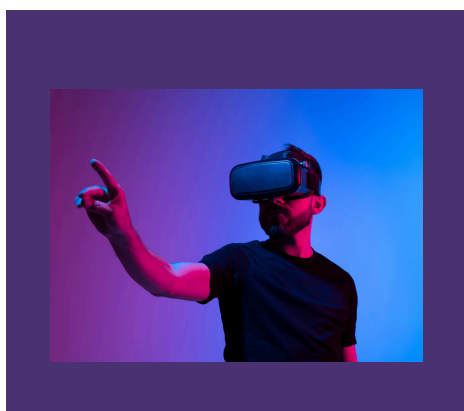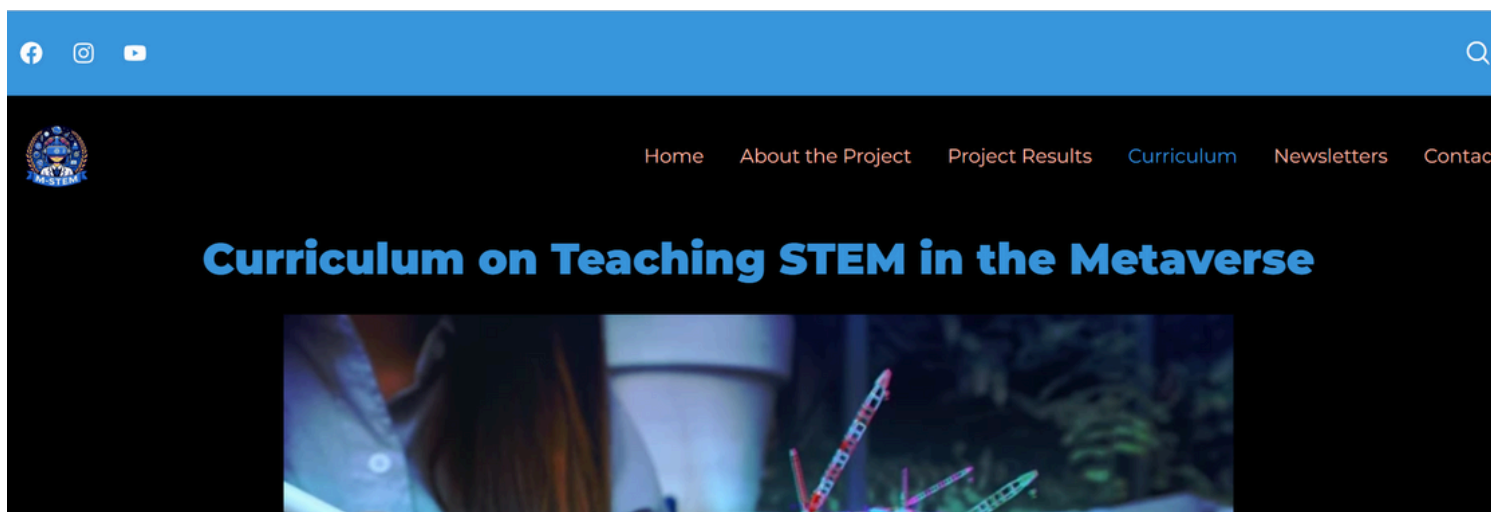

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OUR WEBSITE IS NOW LIVE

We're excited to announce that the M-STEM project's official website is now live: mstem.eu. The website is designed to be a one-stop resource for everything related to M-STEM, providing a comprehensive overview of the project's aims, activities, and progress.

We encourage you to explore the platform to learn more about our vision for transforming STEM education and to stay connected with the latest developments in the project.

On the site, you'll find sections dedicated to each work package, including detailed explanations of the curriculum development and the innovative approaches we're using to bring STEM education into virtual environments. It also features updates on recent events, resources for educators, and information about upcoming activities. The website will regularly be updated with news, project milestones, and training opportunities, so make sure to visit often.

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Curriculum on Teaching STEM in the Metaverse

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PROGRESS UPDATE: WORK PACKAGE 3

Work on WP3 has been moving forward steadily. This phase focuses on developing a comprehensive curriculum and training materials designed for STEM teachers, helping them to teach effectively using virtual environments like the Metaverse. The aim is to equip teachers with skills to use digital tools, such as virtual and augmented reality, to improve classroom experiences.

The curriculum development includes creating 7 chapters covering various topics:

1. An introduction to STEM and the Metaverse.
2. Digital STEM literacy to help teachers and students better understand the use of technology in STEM.
3. Skills for creative and critical thinking, which are essential for solving complex problems.
4. Hands-on activities and projects to make learning more interactive.
5. Effective assessment and evaluation methods.
6. Information on different career paths in STEM.
7. Ethical considerations when using technology in education.

Stay Connected!

If you're interested in the advancements in STEM education and the integration of digital technologies, we invite you to follow our journey. Stay tuned for updates on our progress, insights from our initiatives, and opportunities to engage with the M-STEM community. Your support and interest are crucial as we work together to enhance STEM education for teachers and students alike.

Thank you for being a part of the M-STEM community!