

# Welcome to our third newsletter!

Targeted at teachers and educators working with children ages 10-14, STEM4CLIM8 is a project which will introduce innovative educational methods based on STEM-related applications in the topics of Climate Change and Natural Disasters.



The project now nears its final part and continues its activities rapidly to realize its mission. Educative scenarios for children 10-14 years old were developed by linking the natural disasters (earthquakes, floods, heat waves) determined within the scope of these activities with climate change. These developed scenarios were transformed into Minecraft game modules, and will be supported by educational materials such as lesson plans, game consoles, related program codes, user manuals, and more.

# In this edition:

- 1. Knowledge Portal launched
- 2. Visit our Virtual Space
- 3. Check out our new Infographic
- 4. Connect with us on Social Media!



#### 1 - Knowledge Portal launched



The STEM4CLIM8 Knowledge Portal brings results and materials of the STEM4CLIM8 project. There, you will find content in 4 different languages (English, Greek, Portuguese, and Turkish), including lesson plans, Minecraft Education worlds, user guides for the console and physical blocks, and much more!

#### 2 - Visit our Virtual Space



The STEM4CLIM8 Virtual Space is a new section on our website where you can join an online active community and discuss STEM4CLIM8 products. The Virtual Space also represents an opportunity and a place to share knowledge and experiences in the wider area of STEM education. Join now!

## 3 - Check out our new Infographic



Our third infographic brings news about the project products such as the consoles, Minecraft Worlds, Physical Computing Blocks and other products. Check it out here.

## 4 - Connect with us on Social Media!



Follow our social media for the latest updates on the project, news about STEM education and facts about climate change.



4 - Sign up our newsletter



STEM4CLIM8 - "Climate change impact through the understanding of natural disasters following a STEM approach which bridges the

online and offline worlds in a hands-on educational play context" is co-funded by the Erasmus+ programme of the European Union, under the grant agreement nº 2020-1-UK01-KA201-079141.

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.