



# BotSTEM – Erasms+ KA2 Project 2017-1-ES01-KA201-038204

## Good practice information



|   |   |
|---|---|
| <b>Title of the activity / practice</b> | <b>Joint Through Technology</b>   |
| <b>Origin of the activity</b>           | <p>The project "Joint Through Technology" was funded from Google RISE Awards after a successful proposal by mathisis.org team. Coordinators were Alexandros Kofteros and Matina Marathefti, both elementary school teachers. The aim of the project was to bring together kids from 5-15 and trainers from both larger communities in Cyprus, Greek and Turkish, while learning robotics and programming. Teamwork and other social skills where to emerge, while cultivating peace, love and respect. The program was approved by the Minister of Education, who was also present at the opening of the lessons.</p> |



|   |  |
|---|--|
| <b>Age of the students</b>                            | 5 – 15 years old   |
| <b>Target group</b>                                   | Children from both communities of Cyprus (Turkish and Greek Cypriots)<br><br>Up to 20 children   |
| <b>School subjects + topics concerned</b>             | Coding and Robotics  |
| <b>Educational goals of the practice</b>              | <ul style="list-style-type: none"> <li>• Learning goals: To promote coding using various programmes and software, as well as to develop STEAM concepts through educational robotics</li> <li>• Social goals: To fill the gap that was created due to political conditions between the two communities, by bringing together Turkish and Greek Cypriots children</li> </ul> |
| <b>Duration</b>                                       | 6 lessons (once a week from January – April 2017), 3 hours duration each   |
| <b>Place</b>  | Science & Space café Nicosia   |
| <b>Short description of the activity</b>              | Each lesson was divided in 2 workshops: Coding and robotics. Each lesson had a different topic. Children were divided according to their group age and they attend the activities of the 2 different workshops, with a short break, in between.  |
| <b>Materials / Resources / technical requirements</b> | <ul style="list-style-type: none"> <li>• Software and robotic kits: Run Marco, Light Bot, Scratch, Scratch junior, 3D printing, Robot Mouse, Engino, Lego WeDo2, Lego Mindstorms EV3, Meet Edison etc.</li> <li>• Computer lab</li> </ul>  |

Co-funded by the  
Erasmus+ Programme  
of the European Union

