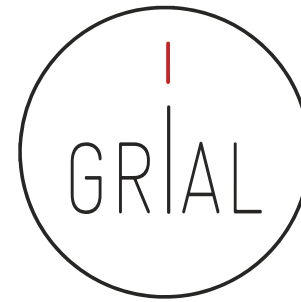




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VNIVERSIDAD
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CAMPUS DE EXCELENCIA INTERNACIONAL

O3 RoboSTEAM Environment – First overview and discussions

Francisco José García-Peñalvo

research GRoup in InterAction & eLearning (GRIAL)

Research Institute for Educational Sciences

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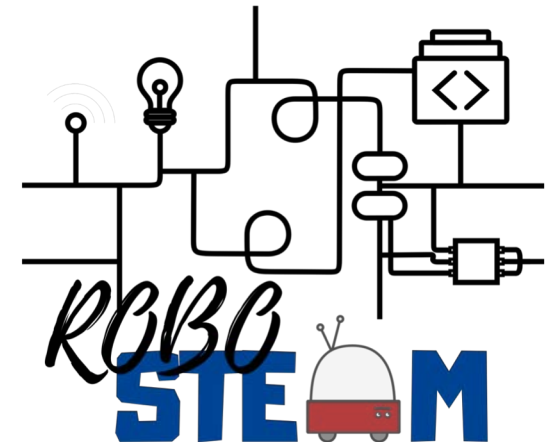
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RoboSTEAM Project

2018-1-ES01-KA201-050939

Kick-off meeting, Bragança, Portugal, Feb. 15-16, 2019



Schedule

Project activity*	MONTHS	M1	M2	M3	M4	M5	M6	M7	M8	M9	M10	M11	M12	M13	M14	M15	M16	M17	M18	M19	M20	M21	M22	M23	M24	M25
A1 Overall project management																										
A2 Quality Assurance																										
M1 (Bragança)					M1																					
O2 G. Designing Open Hardware PD&R/A1																										
O2 G. Designing Open Hardware PD&R/A2																										
O2 G. Designing Open Hardware PD&R/A3																										
M2 (Karlsruhe)										M2																
O2 G. Designing Open Hardware PD&R/A4																										
O2 G. Designing Open Hardware PD&R/A5																										
A3 - Pilot Phase 1																										
C2 - Short-term exchanges of groups of pupils (Spain)														C2												
C3 - Short-term exchanges of groups of pupils (Portugal)														C3												
A4 - Pilot Phase 2																										
C4 - Short-term exchanges of groups of pupils (Spain)																										
C5 - Short-term exchanges of groups of pupils (Portugal)																										
C6 - Short-term exchanges of groups of pupils (Finland)																										
O2 G. Designing Open Hardware PD&R/A6																										
M3 (Joensuu)																										
E1 (Hackaton)																										
O3 RoboSTEAM Environment/A1																										
O3 RoboSTEAM Environment/A2																										
O3 RoboSTEAM Environment/A3																										
O3 RoboSTEAM Environment/A4																										
C1 - Short-term joint staff train.event																										
A5 Dissemination and mainstreaming																										
E5 German Local Multiplier Event (Karlsruhe)																										
E6 Finish Local Multiplier Event (Joensuu)																										
M4 (León)																										
E2 Final Conference																										



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O3. RoboSTEAM Environment (January 2019– October 2020)

- Leader: USAL Participants: All
- Educational environment which will offer to schools and teachers a complete set of tools, activities, guides and support to manage the implementation of STEAM challenges.
 - O3. A1 – Design and implementation of a virtual environment as the base of the portal
 - O3. A2 – Compilation of STEAM challenge tools and guides
 - O3. A3 - RoboSTEAM user manual and tutorials.
 - O3. A4 – Environment maintenance

O3. RoboSTEAM Environment

- Educational environment which will offer to schools and teachers a complete set of tools, activities, guides and support to manage the implementation of STEAM challenges
 - Portal, repository, community and social tools
 - Web-based social networking environment
 - Open source solutions
 - IT Tools for diagnostic (developed in O1)
 - General overview about how STEAM is integrated and CT developed (specially in PD&R is used)
 - Authoring tools for designing challenges
 - IT tools for challenges evaluation



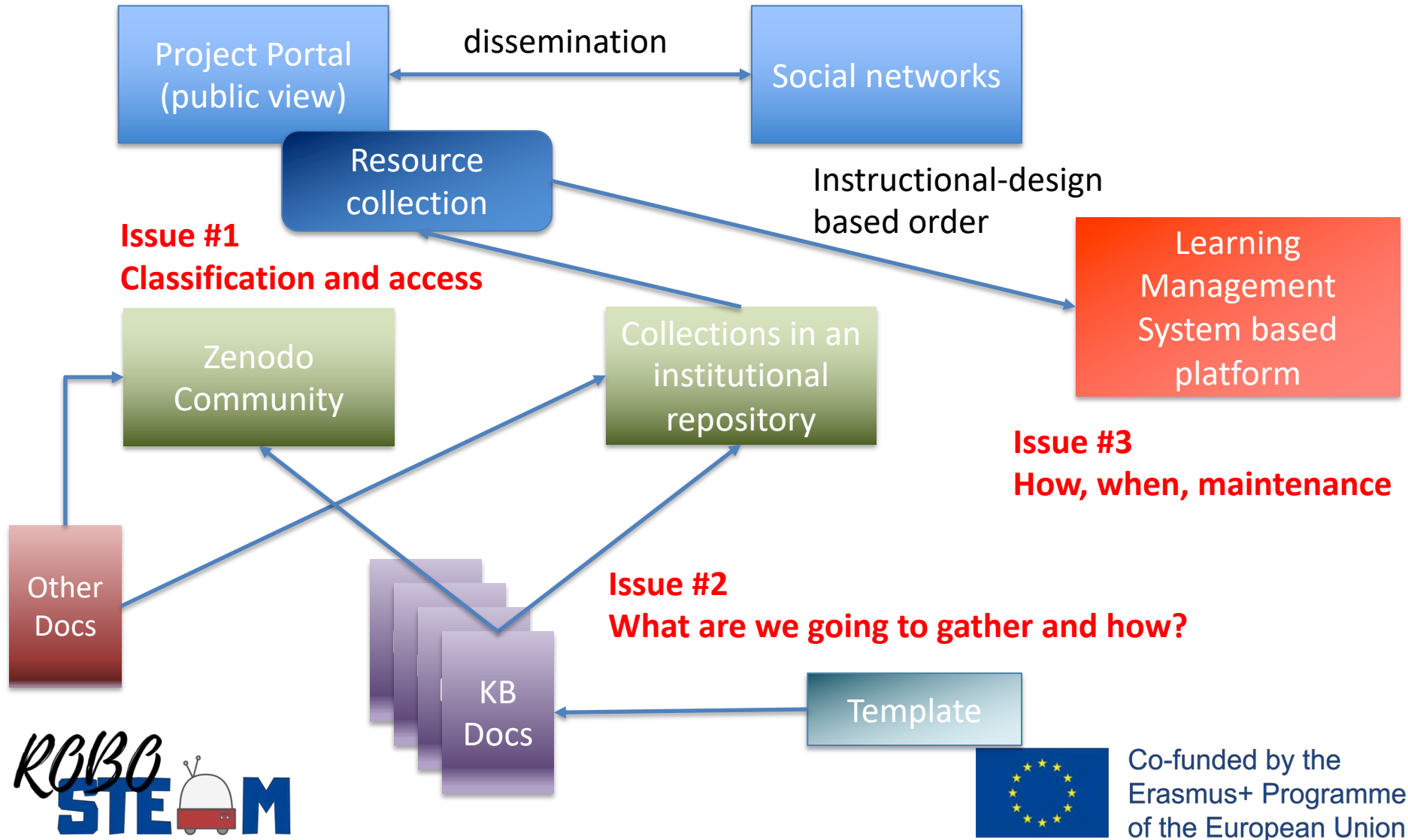
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- Design and implementation of a virtual environment as the base of the portal (June 2019)
 - Web, virtual campus, software repository, videoconference tools, media capabilities, intranet system, etc.
 - Technology to be define
 - Technological Ecosystem

- Compilation of STEAM challenge tools and guides (May 2019)
 - Online and desktop software for designing action/activity plans
 - Online questionnaires about integrating STEAM
 - Integration systems with open source LMS environments (Moodle, Sakai, etc.)
 - Report generator tools
 - Learning analytics tools

- RoboSTEAM user manual and tutorials (June 2019)
 - Collection of multimedia, video and HTML guides and tutorials to use the system
 - Complete User Manual for teaching

ROBOSTEAM Ecosystem proposal



Disclaimer

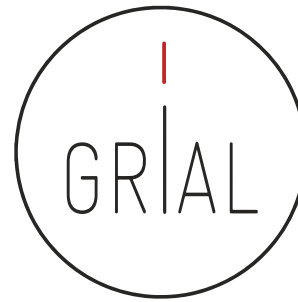
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