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O3 RoboSTEAM Environment – First overview and discussions

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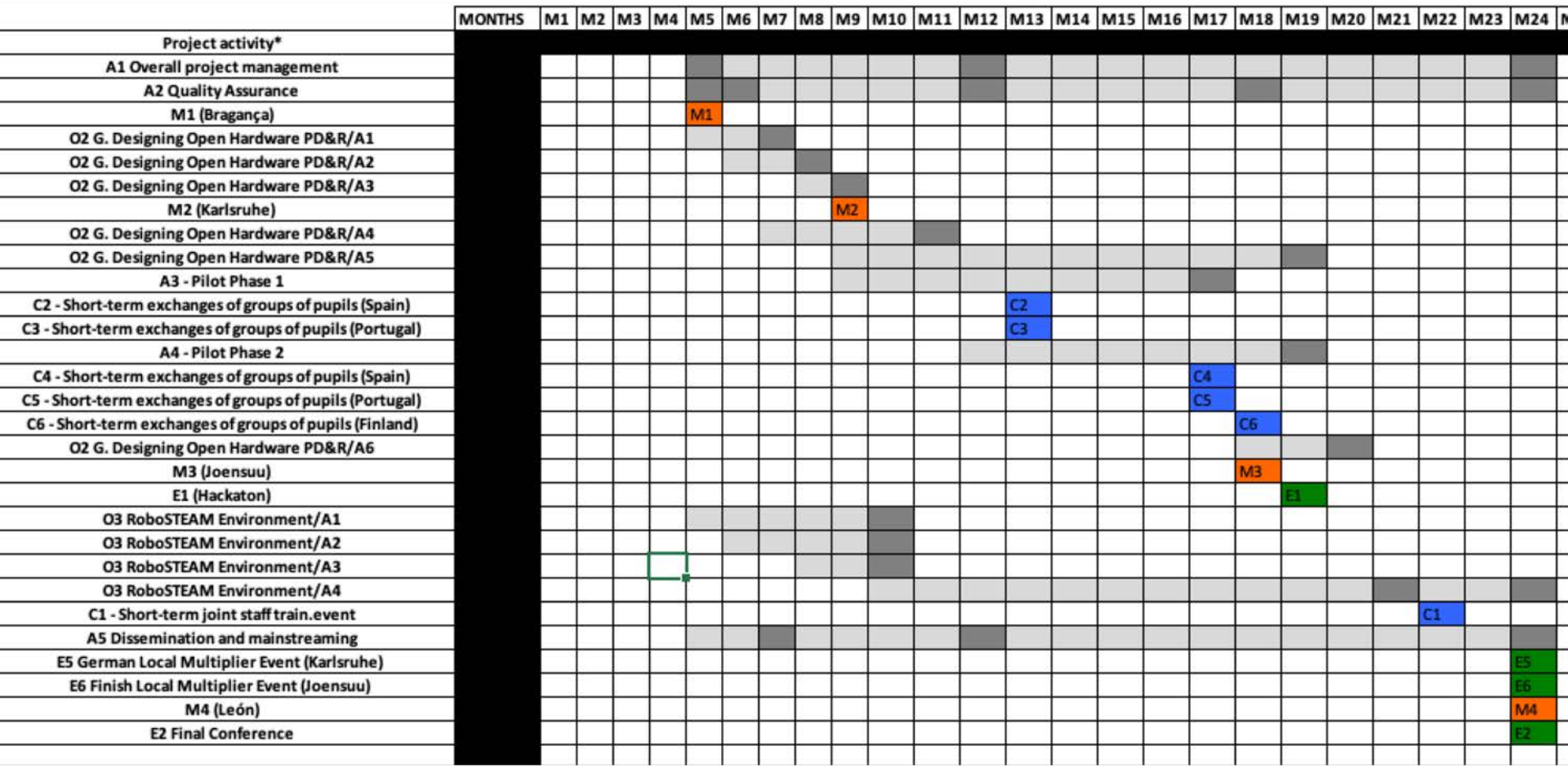
RoboSTEAM Project
2018-1-ES01-KA201-050939

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

Schedule



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O3

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

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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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O3. A1

- 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

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O3. A2

- 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

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O3. A3

- 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

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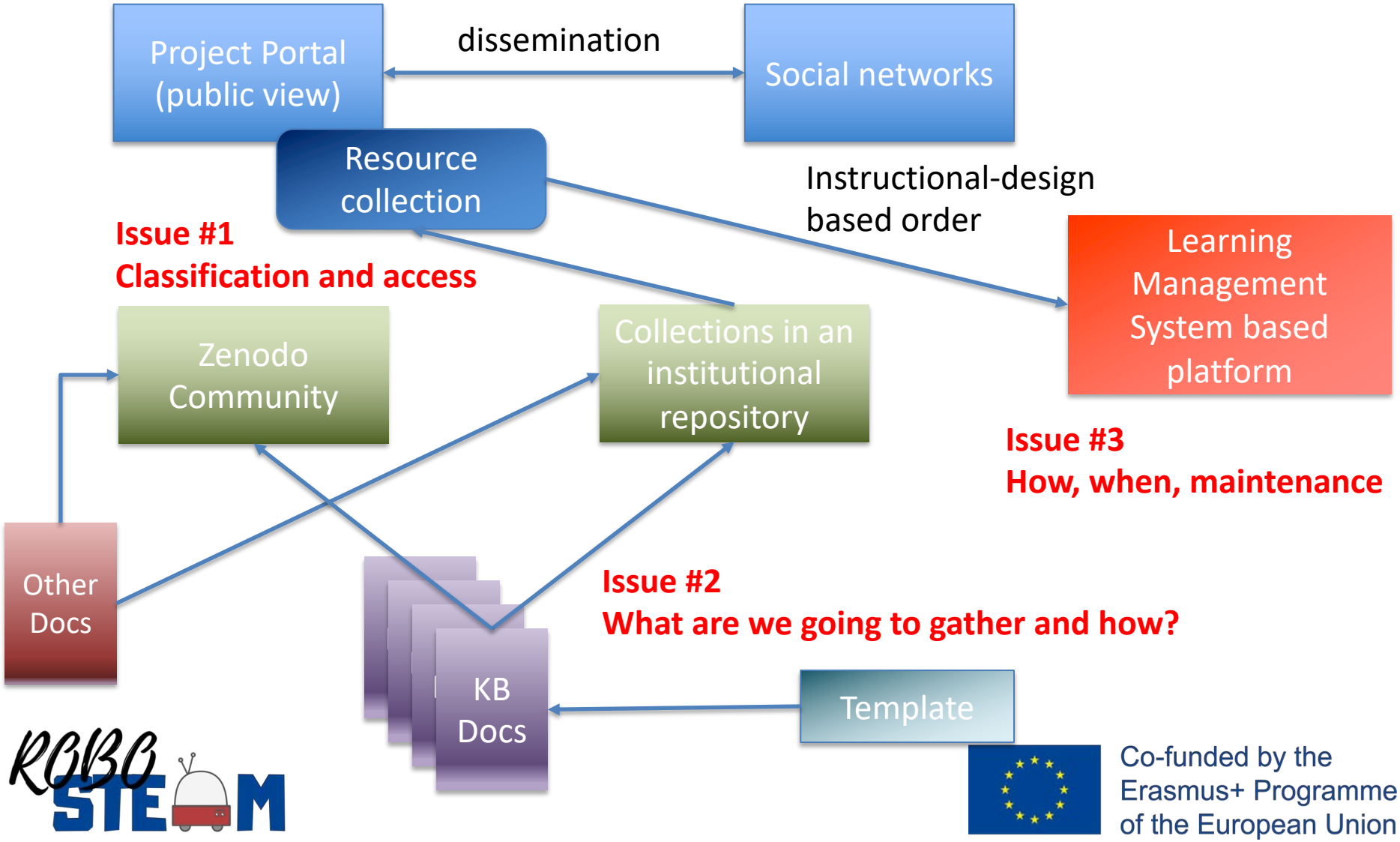
ROBOSTEAM Ecosystem proposal



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Disclaimer

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