

## The Toolkit

The SciFUN Toolkit will be composed of the following sections:



**Part I - Making Learning Science Fun** (Summary of the Research report)



**Part II - Making Learning Science Engaging & Fun** (A simple yet informative text, which will provide practical tips to European educators)



**Part III - Digital Literacy Tools**



**Part IV - Guidelines & Ideas for Designing Learning Activities**



**Part V - Sample Cross-Curricular Units**



**Part VI - Case Studies**

## Partners

### Coordinator



**Universitatea din Pitești (UPIT)**

URL: [www.upit.ro](http://www.upit.ro)



**Grupul pentru Integrare Europeană (GIE)**

[www.gie.ro](http://www.gie.ro)



**Centre for the Advancement of Research and Development in Educational Technology (CARDET)**

[www.cardet.org](http://www.cardet.org)



**University of Peloponnese (UOP)**

[www.uop.gr](http://www.uop.gr)



**INNOVADE LI (INNOVADE)**

[www.innovade.eu](http://www.innovade.eu)



**Louth and Meath Education and Training Board (LMETB)**

[www.louthmeath.etb.ie](http://www.louthmeath.etb.ie)



**University of LODZ**  
**Uniwersytet Łódzki (ULO)**

[www.uni.lodz.pl](http://www.uni.lodz.pl)



This project has been funded with support from the European Commission.  
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[Project number: 2015-1-RO01-KA201-015016]



## Making Learning Science Fun (SciFun)

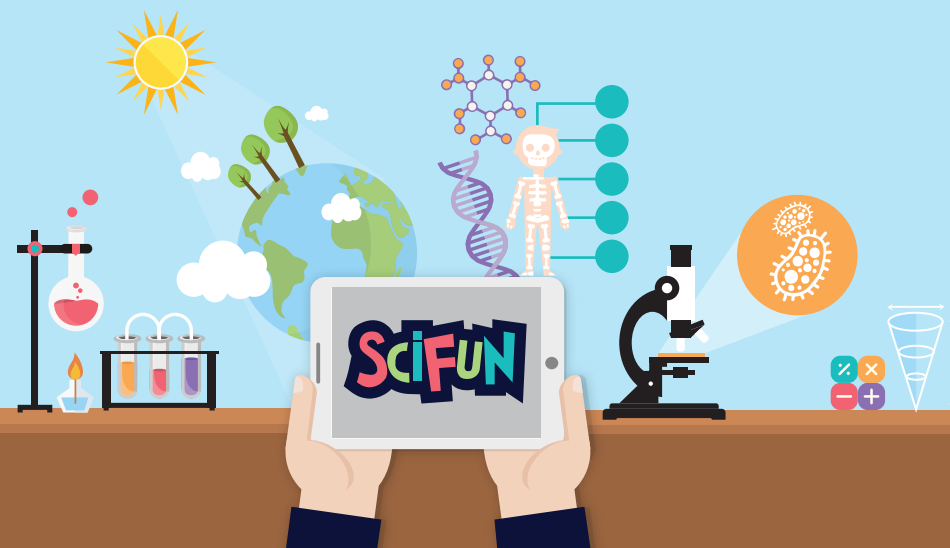


[www.website.eu](http://www.website.eu)

## Project Aim

The aim of the project is to address the challenge of engagement in science through an innovative approach to science teaching and learning and make learning science fun and relevant to students' contexts. The project aims to increase pupils' motivation and achievement in science and other subjects and to prepare European educators to better engage pupils in science education.

This project proposes that an approach to enhancing student interest for science can be conceptualized through the design of science curriculum materials that focus on making learning science fun, by supporting personalized, meaningful, situated, and contextual learning. The main output of the project will be the SciFUN Toolkit for teachers.



## Objectives

The specific objectives are to:



Prepare European educators to better engage pupils in science education.



Provide educators with analytical information regarding acclaimed international and European best practices in science teaching and learning.



Describe general approaches and specific methods and techniques to teach key competences and concepts in Science and other important areas of the curriculum.



Support educators in utilizing mobile devices (GPS, PDAs, Tablet PCs), comics, digital storytelling, film, multimedia, and Web 2.0 technologies to engage students in Science education.



Design sample cross-curricular teaching units enriched with digital tools to be used by educators and function as models for new teaching units.



Pilot and implement cross-curricular units in European schools, record data, and create case studies for teachers and policy makers.

## Outcomes & Activities

