

Activities

Short term training activity in Spain

Productions

- Online platform with different interactive functionalities
- Training kit
- Best practice guide
- Contest methodology
- eBook "Learning by empowering the new generations of innovators"

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Project Partners

Boreal Innovation-Coopérative pour le Développement de la Créativité et de l'Innovation (France)

www.boreal-innovation.com

Quarter Mediation (Pays-Bas)

www.quartermediation.eu

Asociația de Studii Socio-Economice (Roumanie)

asse.rotind.ro

Colegiul Național Frații Buzești (Roumanie)

www.cnfb.ro

1o Epaggelmatiko Lykeio Peramatos (Grèce)

1epal-peram.att.sch.gr

Cookie Box (Espagne)

cookiebox.es



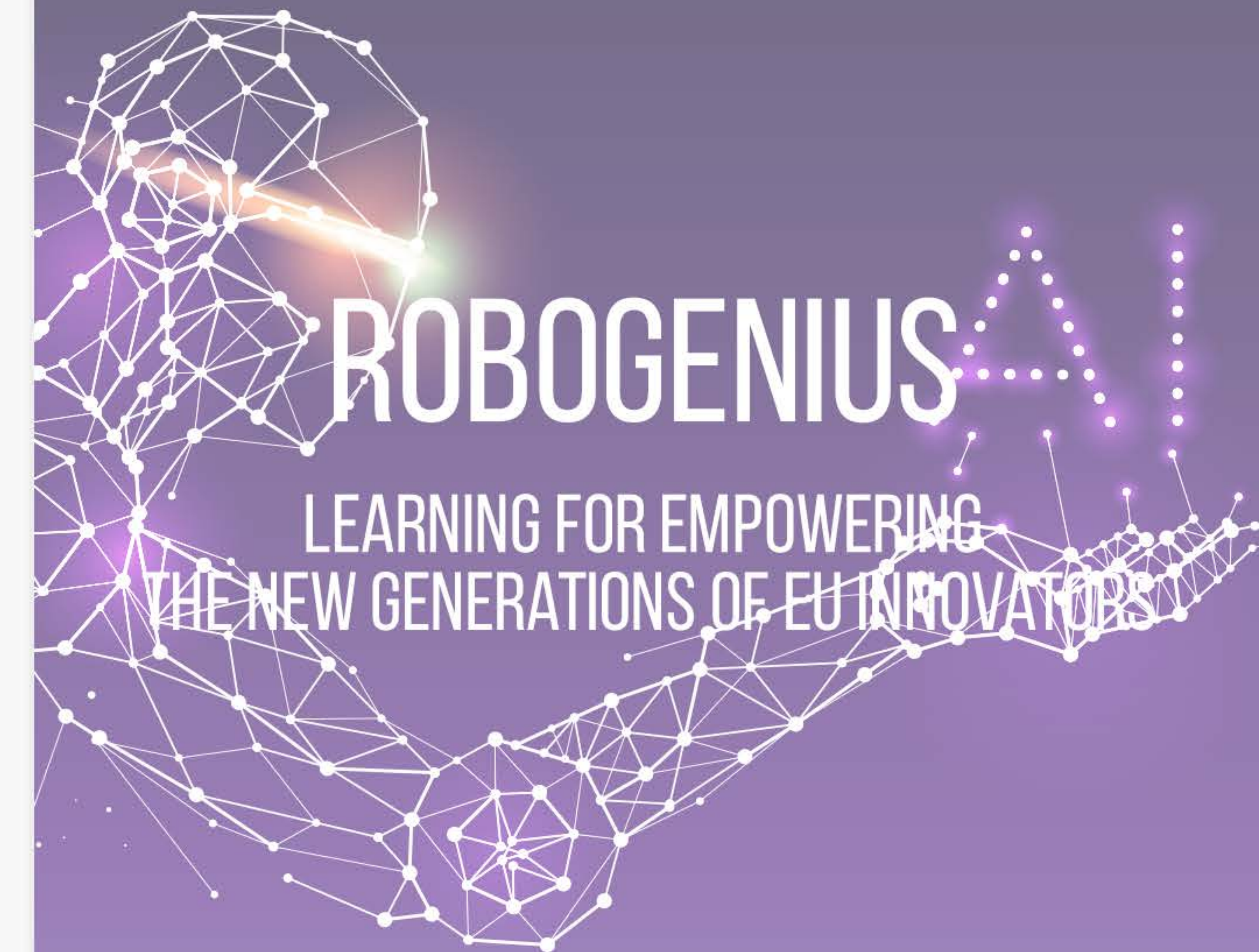
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ROBOGENIUS™



ROBOGENIUS™

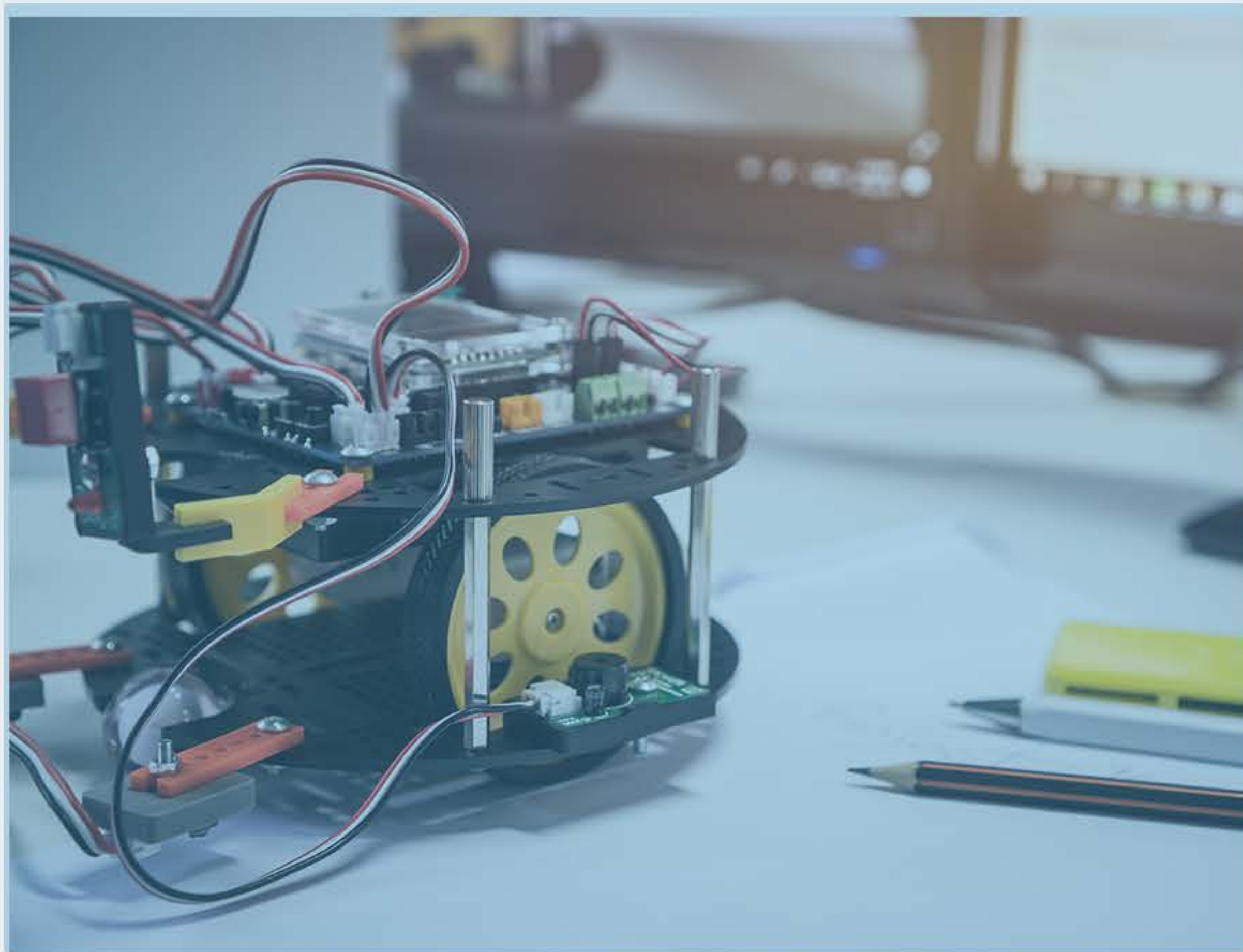


Erasmus+

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Context

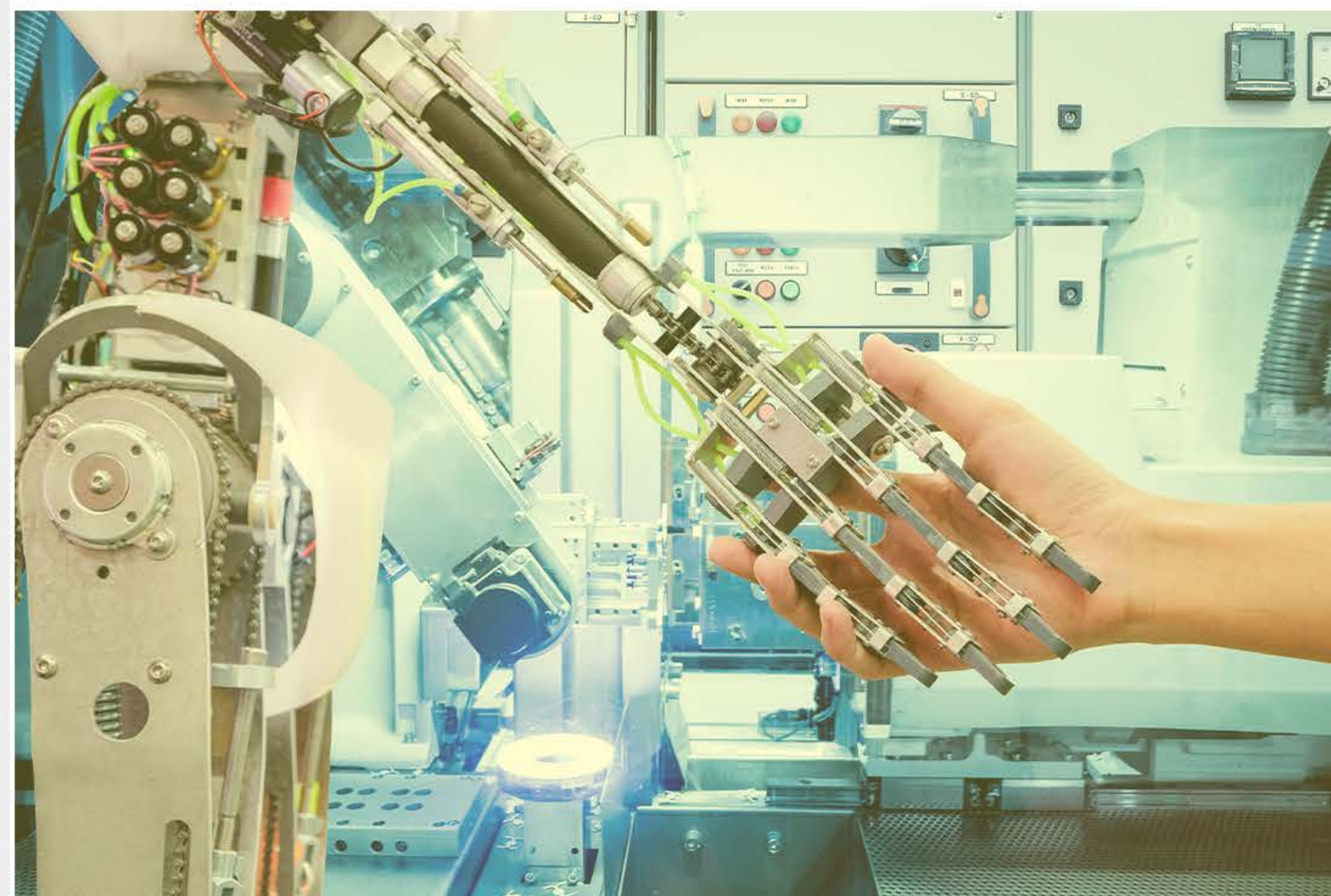
The project ROBOGENIUS addresses both students at pre-university education level (general education and VET) and teachers involved in the educational process with the mentioned students.

Through its transnational aspect, the project generates added value for each of the partners involved in the consortium, facilitating in this way not only the development of innovation at the European level, but also the exchange of experience in adapting the project outcomes to different local/regional/national contexts.

THE PROJECT ROBOGENIUS

As one of the main problems of the formal education is the high generalisation of the educational process, the main issue is to make students able to have a flexible thinking and to raise awareness of the necessity of skipping the irrelevant hypotheses and/or the ones not validated by the real life experience in favour of the relevant and viable hypotheses

The fast development of the technology, as well as the perpetual changes of the natural and social environments, demand the education pathway starts at a younger age for allowing the long-lasting adaptability of the people mentalities to the technological changes.



Objectives

The specific objectives of the project ROBOGENIUS are:

- to explore the innovative approach of the learning pathways through interdisciplinary education and play, by using the new technologies and Lego education for interdisciplinary teaching by the development of robotics activities and related workshops with the target groups of the partners involved in the consortium and with the cooperation of the associated partners;
- to identify the main obstacles at European/regional/national/local level through the implementation of the new approach to the different systems of education of the schools involved in the project;



- to generate referential and inspiring results for the schools interested to include robotics and learning by play in their curriculum; to insure a long-term sustainable impact to the partners involved in the consortium;
- to create a platform for an international forum of robotics, seen as a "nursery" for the educational centers embracing the interdisciplinary approach through play and by using the hi-tech means and Lego Educational.