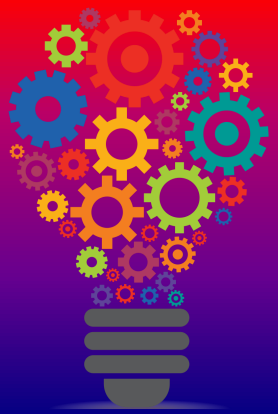


What makes CASE innovative?

CASE project aims to realize:

3 outputs:

- Development of support material
- Implementation Activities & Pilots
- Evaluation, Validation and Quality of the activities

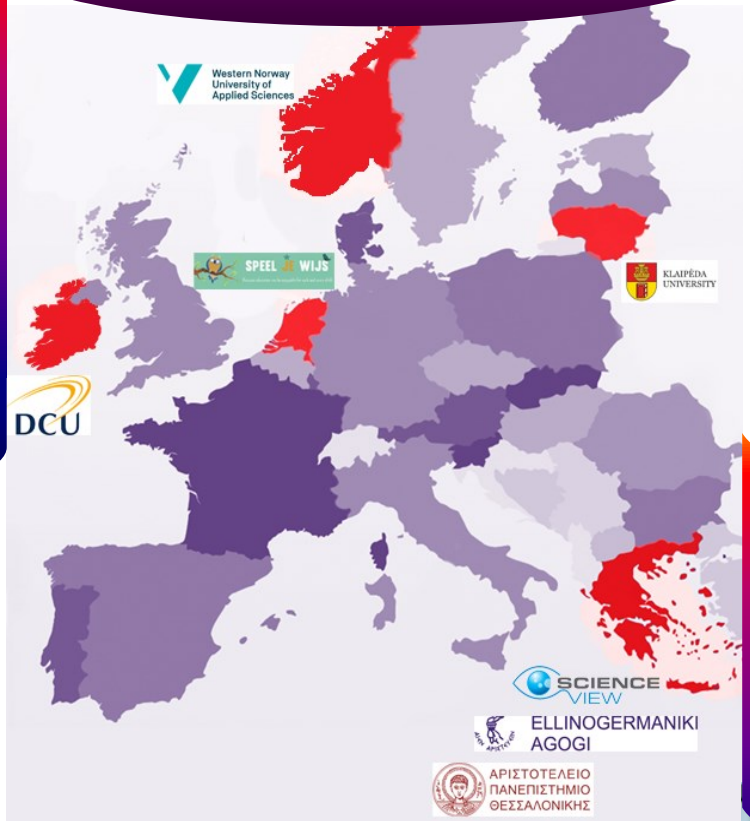
3 Training activities:

Participants will be trained to implement the CASE Pilots and become CASE agents in their countries. This training will take place during three CASE summer schools in July of 2018, 2019 and 2020, in Marathon, Greece.

10 CASE conferences:

CASE partners will organise two national conferences in Greece, the Netherlands, Ireland and Lithuania. One national and one international conference will be realized in Norway. The aim of the international conference will be to raise awareness amongst policy makers in the European community and other international stakeholders.

The CASE team



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C A S E

"Creativity Art and Science in Primary Education"

"The CASE project puts forth a methodology that regards primary teachers as agents of change"

It aims to empower their profession with skills and competencies which will enable them to widen their teaching capabilities by strengthening creativity in the classroom. The specific approach to creativity lies at the intersection of science and art in education.

CASE is funded within the framework of the European Union Erasmus+ programme

Introducing CASE

CASE will contribute to teachers' professional development and to the development and sustainability of creativity of young people and propose creative pedagogies. Embedded within this is the vitally important notion that young people are creating wisely and humanely, and that cyclical development occurs between their creativity and their identity. As they generate new ideas; this in turn generates change in them as 'makers'; they are also developing or 'becoming' themselves. Slowly, small changes accumulate to contribute to 'journeys of becoming'. These individual journeys accumulate together,

Main targets

- design and develop training materials aimed at training of primary teachers. These will include user-friendly manuals, guidelines, learning scenarios, open educational resources and social-media tools available on the project's web platform.
- implement a wide-spread training approach for teachers, facilitating intake of creative Inquiry Based Science Education practices in primary schools. The project will realize numerous international mobility activities for primary teachers.
- validate and evaluate the project's approach.
- provide guidelines for continued communication and exploitation of results by the primary education community.

The Cases

Learning Science Through Theater

Students will perform theatrically a story related to scientific themes and will learn science in a creative way. This case promotes the comprehension of scientific concepts and phenomena, development of a spirit of cooperation and teamwork and the development of creative and critical thinking skills. The specific objectives of the activity have as a central axis the interdisciplinary connection of science with aspects of art, aiming at the enhancement of students' interest in science.

Learning Science Through Puppetry

In this toolkit, inquiry based science education will be

combined with puppetry. In every activity, a puppetry story will be played by the teacher. In this story the puppets have a problem or a question. This will arouse children's curiosity, which instantly will stimulate them to discover. Children will help the puppets to find a solution or answer. All activities will be challenging tasks in the field of STEAM education and every process can have many different results. Children will research like scientists and design like artists.

Learning Science Through Digital Narratives & Storytelling

This activity aims to transform science presented in curricula (usually strict, stiff and boring for young people) to open, friendly and interactive communication supported by the re-contextualization of science content in digital narratives created by learners. In order to do that a simple animation technique is used called slowmation: a slow and simple animation using only 2 photos per seconds. Slowmation movies are created in a creative learning environment where science concepts meet with art, music, literacy, society, history and philosophy of science. The developed digital narratives highlight and present the abstract science concepts and theories in a creative and original way. Furthermore, the presentation of the developed digital narratives on the web provides a meeting place for learning and cooperation between young people.

The overall concept of the digital storytelling case is to provide the means and the tools along with the necessary collaborative and personalisation functionalities to introduce students in extended episodes of deeper learning in STEM combined with Art-related activities (visual and performing arts, music, movie making, 3D design). The specific case will introduce students in a progressive exploration of the different technologies that can be accommodated from the provided system, from simple text and video uploading to advanced augmentations of students' artifacts.