

eTwinning project 2025-2026



Little STEAM Explorers





- 7 countries

- 24 teachers

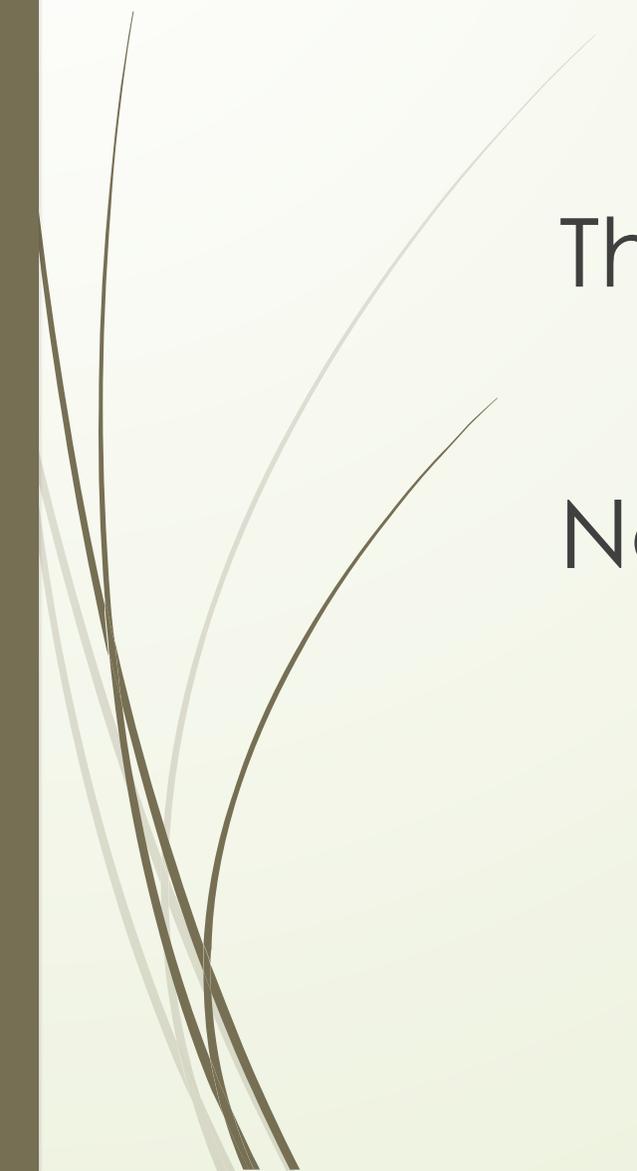
- Founder - Antonia Manolakaki Greece

- Co-founder - Clelia Cardona Italy



The project will last 7 months

November- May



Participants



Greece

- ▣ *Antonia Manolakaki* – Voutsaras Kindergarten
- ▣ *Sophie Koumbi*- Voutsaras Kindergarten
- ▣ *Dimitra Anastasaki*- Charokopio Kindergarten
- ▣ *Evi Tzalali*- Ag. Ioanni Kindergarten
- ▣ *Thomas Dimitriou*- Kranoula primary school
- ▣ *Giannis Mageirias* – Eleousa primary school
- ▣ *Christina Kitsou*- Voutsaras primary school
- ▣ *Erietta Maria Goulia*- Voutsaras primary school
- ▣ *Vasillis Oikonomou*- Voutsara primary school



Romania

- ▣ *Simona Călin* - GRAD. CU PROGRAM PRELUNGIT CASTELUL FERMECAT



Lithuania

- ▣ *Rasa Kildonavičienė* - Šiaulių Rėkyvos progimnazija

Italy



- Clelia Cardona - ICS CAMPO CALABRO-SAN ROBERTO-SCILLA
- Ada Maglione - I.C. Monterisi - Don Milani
- Rosalba Maletta - IC di Figino Serenza
- Maria Cognome - IC PESSINA-VITALE-BARNABA DI OSTUNI
-

Turkey



- Emel SEYHAN - Öğretmen Fuat Altan Anaokulu
- Eda Karaca Geçer - Abdülhamit Han İlkokulu
- Şeyda inan - Umut Anaokulu
- Yasemin ARSLAN - Midyat Sabiha Gökçen Anaokulu
- ÇETİN Baz - Kültür Ortaokulu
- Buse Tozlu Türkmen - Rize Merkez Anaokulu
- Nurhan Türköz İşbaş- ÖZEL BAŞISKELE UĞUR İLKOKULU

participants



Croatia

- **Dijana Guštin- Dječji vrtić Medveščak**

participants



▫ Poland

- **Małgorzata Gaca- Zielone Przedszkole w Folwarku**



Our aims are:

- To introduce children to the world of science and technology in a playful way.
- To foster their imagination, creativity, and collaboration.
- To develop observation, problem-solving and communication skills.
- To get familiar with simple digital tools.
- To connect with children from other countries and exchange cultural elements.



Description



- This project brings together preschool children from different European countries to explore the world of STEAM (Science, Technology, Engineering, Arts, Mathematics) through play, experimentation and creativity. The young learners will experience simple scientific discoveries, build models using everyday materials, express themselves artistically, and play with mathematical patterns and shapes. All outcomes will be shared through collaborative digital tools, resulting in a common video and STEAM Day.



Timetable





November

- First online meeting of teachers.
- First online meeting of students
- We present our schools and place them on the map.
- We introduce ourselves and our students
- Rules of good behavior on the Internet
- Division of work among teachers
- Parental consent
- General plan of the project
- Each school makes its own logo
- Vote for the logo that will represent us



December

Science

- Growing Seeds
 - Experiments
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January

Technology

- Code activity with Bee-Bot
- Make a puzzle or online games for the other schools



February

Engineering

- Each school proposes ways to get clean and cheap energy by building a model.
- Creating robots with recyclable materials



March

Arts

- Collaborative song
- Collaborative book about colors



April

Mathematics

- Painting board with patterns
 - Symmetry Painting
- 



May

Final product

- Video “Our STEAM Journey”
- STEAM Day
- Evaluation of the project



Thank You