**MODERN TEACHER**

Living in a progressive society, where everything speeds faster and faster, in a era of technology and digital information, we realize that we, teachers and parents must change our vision, our means, our methods, our attitude, in order to offer to the children the best education we can, to help them gain skills, form positive attitudes towards the world, towards school and education.  
This project will empower teachers to not only be confident in teaching through STEAM but also be able to assess student skills and competencies in scientific abilities, engineering design and development of STEAM artifacts.  
The project may lead to innovative changes to the educational system and/or provide a useful contribution to educational politics developments.and it has the potential for synergy with other Erasmus+ projects.

**HEDEFLER**

- Develop creativity and thinking processes for the preschool children (normal and special) implementing through the project activities the STEAM curricula, modern methods and techniques, modern software, teaching materials, robots and devices;  
- Create basic user skills for the preschool children in order to work with the materials, STEAM kits and robots, Virtual Reality headsets tablets, android phones, Augmented Reality application and the other software and devices  
used by them;  
- Form easy coding skills for children;  
- Increase the inclusion special needs children by participating in activities that are based on the holistic approach, learning by discovery, working in small  
groups, team-work, along with their healthy colleagues;  
- Decrease gradually the number of absences and the number of preschool children that are missing kindergarten a lot  
-Enhance the teaching processes quality offered by the preschool teachers.

**ÇALIŞMA SÜRECI**

We will communicate with partner schools through the e-Twinning platform messages and video meetings. The collaboration will be twice per month and whenever it is necessary.  
All the participants will apply in class what they learn and give feedback about the impact, progress, results.  
The activities calendar:  
November 2020 - January 2021 - Modern methods and techniques - the benefits, importance and ways to integrate it into preschool activities (The Project based learning, The Cube, The 6 thinking hats, The Venn Diagram, so on)  
February - April 2021 - STEAM curricula and experiments,  
May-June 2021 - Virtual Reality and Augmented Reality (Solar System 4D+, Dinosaurs 4D+, Animals 4D+, Google expeditions)  
October-December 2021 - screenless coding and robots for preschool  
January 2022 - February 2022 - Scratch 2.0. and Androidify programs  
March - April 2022 - Results, progress of the normal and special children, progress of the project, evaluation, dissemination

**BEKLENEN SONUÇLAR**

We will have a public Twinspace where we will upload all our progress, materials and projects products and result and:  
- one e- book "Guide for the Modern Teacher" that will gather all the innovative, modern methods and techniques used during project implementation,  
- one handbook "The STEAM EXPERIMENTS BOOK"  
For teachers, using the TwinSpace for working involves joint pedagogical planning for creating similar activities in each country. This enables us to bond as a teaching team and exchange practice during implementation.