

## SDRI Website Project Factsheet Template

Sample web page [SDRI Research Institute - TUS](#)

### NAME OF PROJECT

#### Project Logos

Insert or link project logo from the project folder and funding agency logo(s)



Co-funded by  
the European Union



**Project Reference Number:** 2025-1-IE01-KA220-SCH-000363893

**Duration** 36 Months & 01 November 2025 - 31-10-2028

**TUS Project Budget** € 75,799.00

**Total Project Budget** € 400,000.00

**Link to CORDIS website for Horizon projects**

**Main Contact(s) regarding project information (e.g. project leader name and email)**

Pamela O'Brien – [pamela.obrien@tus.ie](mailto:pamela.obrien@tus.ie)

Natasha Kiely – [natasha.kiely@tus.ie](mailto:natasha.kiely@tus.ie)

#### **Brief Overview/Project Summary**

This project aims to enhance the capacity of upper primary and secondary schools to integrate computer science concepts through a cross-curricular STEAM teaching and learning approach, particularly in relation to the Sustainable Development Goals (SDGs). The project will analyse the current state of teaching coding and sustainability in partner countries and develop innovative methodologies to support educators. Through research, teacher training, classroom testing, and international

collaboration, the project will foster students' interest in STEAM subjects and build a Community of Practice for European teachers to share knowledge, improve teaching techniques, and remain connected beyond the project's duration.

### **Project Aim(s) & Objective(s)**

The project aims to:

- Enhance schools' capacity to integrate computer science concepts into cross-curricular STEAM teaching.
- Address the Sustainable Development Goals (SDGs) through innovative learning approaches.
- Analyse the current state of teaching coding and sustainability in participating countries.
- Expand, adapt, and disseminate a new learning approach that combines computer science and sustainability education.
- Foster students' interest and engagement in STEAM subjects.
- Create a European Community of Practice where teachers can collaborate, share resources, and improve teaching practices.

### **Project Outputs**

The project will produce the following outputs and outcomes:

- A report analysing the current state of teaching computer science and sustainability in rural schools in Ireland, Italy, Spain, Croatia, and Portugal.
- A pedagogical framework combining learning theories and evidence-based practices to guide the project's teaching methodology.
- A MOOC combined with synchronous sessions that will form the pilot phase, resulting in a structured methodology with teaching and learning modules addressing computer science and the SDGs for teachers.
- The STEAMSPARK Community of Practice, enabling teachers to collaborate and share knowledge and resources with the wider education community.

### **Project Partner Organisations**

Include website links if available

FEMXA, Spain - <https://www.femxa.es/>

LASCÒ, Italy - <https://www.lasco.io/>

IES CASTELAO, Spain- <https://www.edu.xunta.gal/centros/iescastelaovigo/>

ISS MAJORANA, Italy - <https://www.isissmajorana.it/>

Agrupamento de Escolas N°1 de Marco de Canaveses, Portugal - <https://www.ae1marco.pt/>

SAINT MARY'S, Ireland - <https://www.stmarysttown.com/>

**Further Information (Project website, social media channels, .pdf links)**

Include LinkedIn page if the project has one

<https://www.linkedin.com/company/steampark-project/about/>

**Creative/Media Assets (any relevant photos, videos etc.)**

