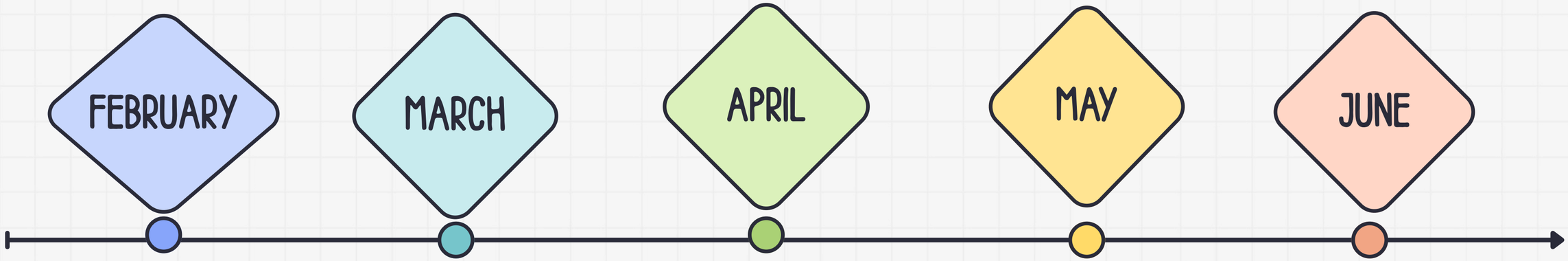

STEAMATH
START
DISCOVERING
MATH

TIMELINE
PROJECT ETWINNING
"STEAMATH START DISCOVERING"



FEBRUARY

- Teacher, school, student information
- Teacher first meeting
- Logo and poster design
- Collaborative activity: " Safer internet day"

Introduction

MARCH

- "Hit the target"
- Collaborative activity : " Coloring Project Name"

First activity

APRIL

- Poster and puzzle activity
- "Geometric City of the Future"

Second activity

MAY

- ETwinning Day Activity
- " Geometric Economics and the money of the Future"

Third activity

JUNE

- Student meeting
- Final teacher, student survey

Evaluation

OUR SCHOOL PARTNERS



- Şevket Zırh İlkokulu / İstanbul
- Sultanhisar Bilim ve Sanat Merkezi/Aydın
- Yedieylül İlkokulu Aydın/Türkiye
- Başakşehir Nene Hatun İlkokulu / İstanbul
- Tamer Özyurt Prımary School



- Şcoala Gimnazială Gheorghe Popescu,Mărgineni



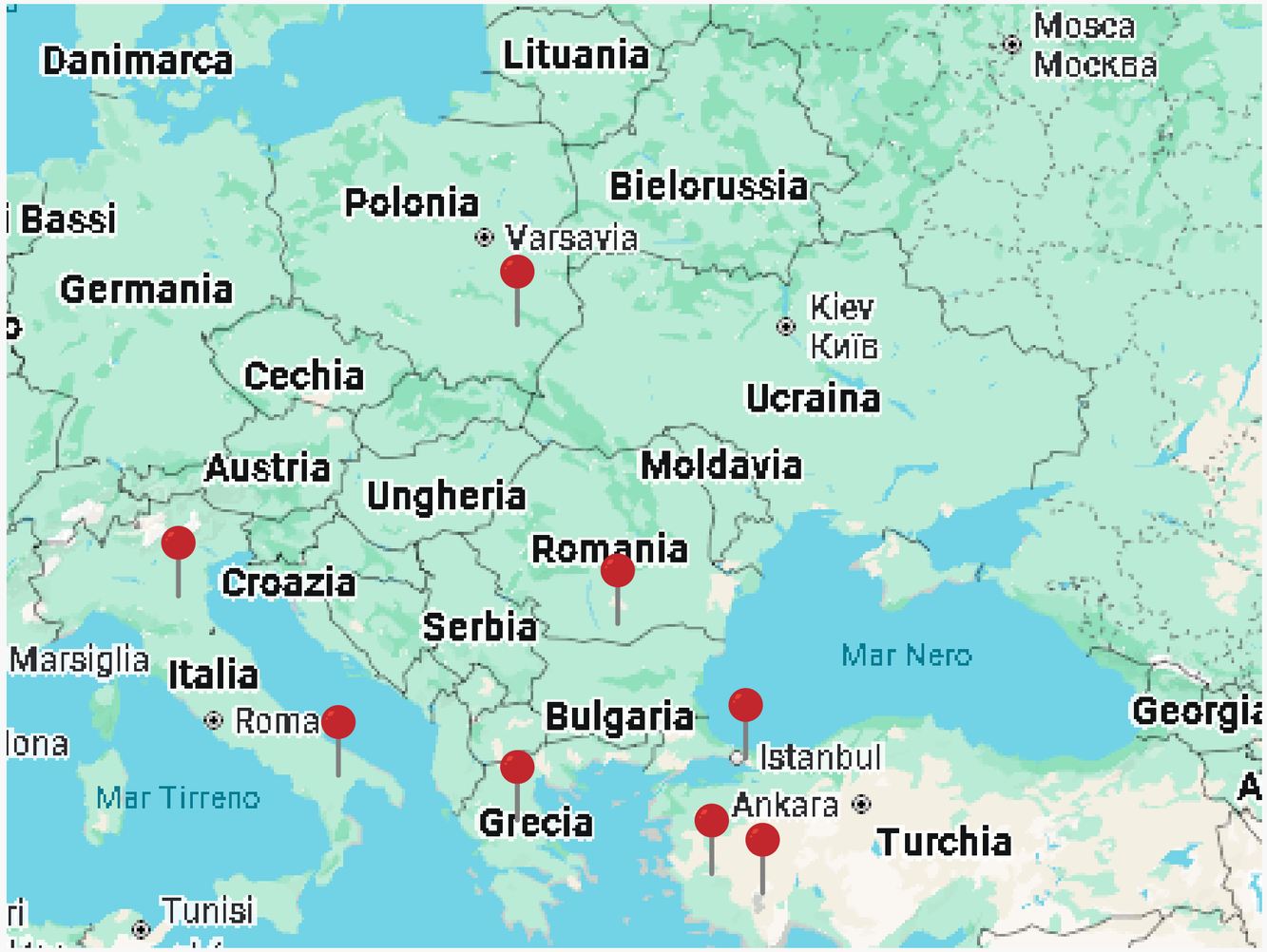
- Szkoła Podstawowa nr 4 im. Mikołaja Kopernika Tarnobrzegu



- Doukas Schoo



- Scuola primaria G.Pascoli/ Gambettola, Italia
- S. Colonna" – Monteroni di Lecce – Italy



LOGO CONTEST



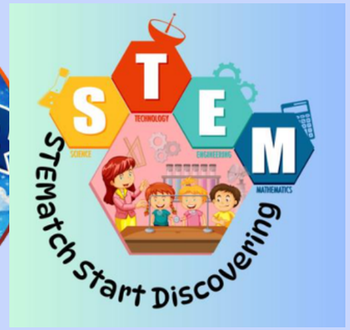














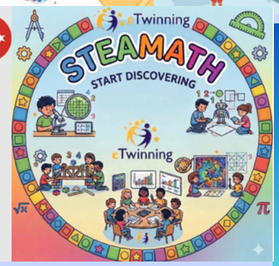
POSTER CONTEST









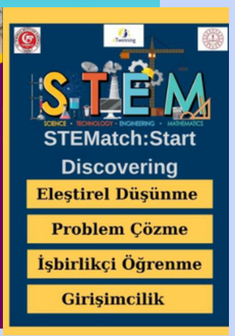








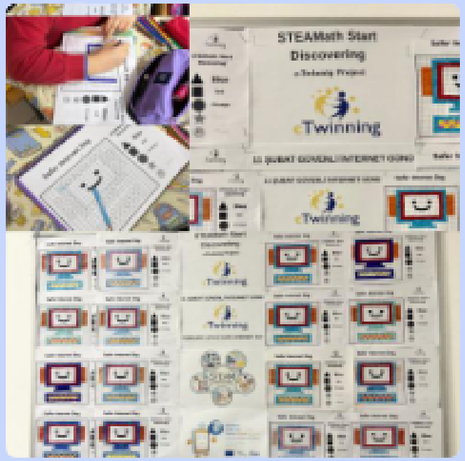




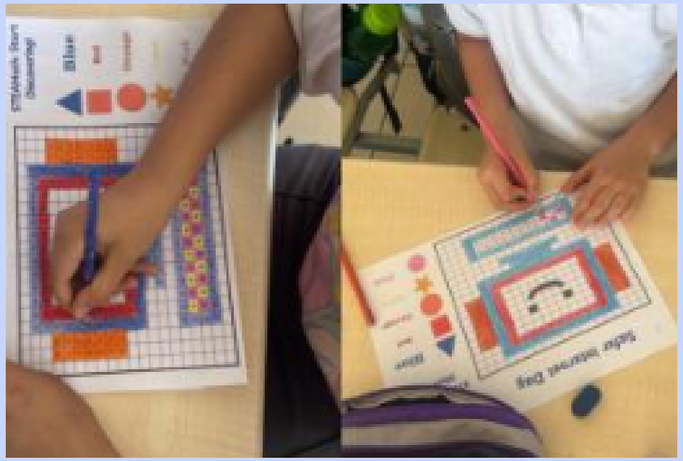
SAFER INTERNET DAY ACTIVITY















"HIT THE TARGET"



1° ACTIVITY

The teacher shows the class a paper ball and asks: "How can I send this ball to the back of the classroom without using my hand?" The responses are discussed, and the idea of building a "mechanical launcher" (catapult) is proposed.

COLORING NAME PROJECT



S **(Science):** When we push the bar down, we store elastic potential energy.

T **(Technology):** A catapult is a "lever" system. It is a tool that allows us to do a lot of work with little force.

E **(Engineering):** If the ball doesn't go far, trying to tie the rubber tighter or move the fulcrum back and forth is an "engineering improvement" .

A **(Art):** The aesthetics of design.

M **(Mathematics):** Addition, subtraction (finding the difference), and sorting from largest to smallest of the measured numbers are performed. The measurements taken are converted into graphs.

2° ACTIVITY











GEOMETRIC CITY OF THE FUTURE







S (Science): Principles of strength and balance.

T (Technology): The concept of city planning.

E (Engineering): Building a structure to meet a need (shelter, transportation), assembling parts and ensuring structural integrity.

A (Art): Aesthetic design.

M (Mathematics) Properties of geometric shapes, counting (how many vertices/faces?), dimensioning and spatial reasoning.

3° ACTIVITY

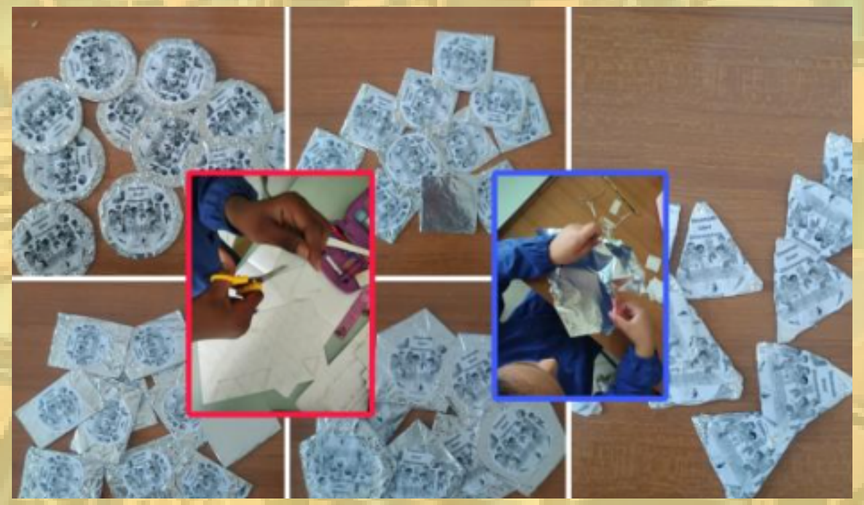
"We are a group of explorers stranded on our own island. We need a new monetary system to survive and trade. However, this money must be both very durable and derive its value from its geometric shapes!



GEOMETRIC ECONOMICS AND THE MONEY OF THE FUTURE"









(Science/Engineering/ Technology) : Tests material durability and designs products suitable for their intended use.

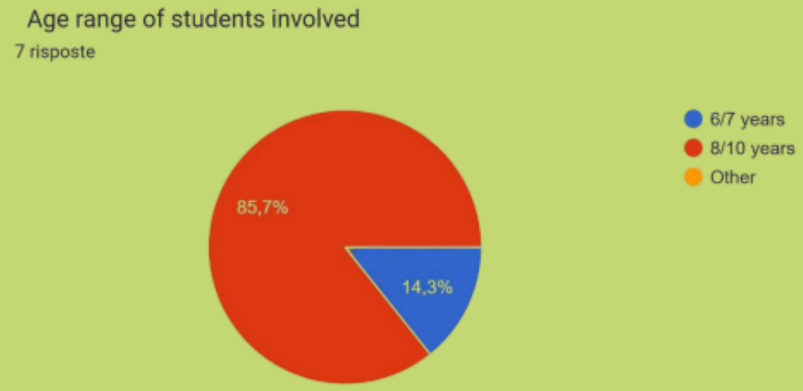
(Art): Creates an original brand/logo design and makes a visual composition.
(Mathematics): Classifies geometric shapes according to the number of sides and vertices; solves problems requiring four operations by establishing relationships between our currencies.

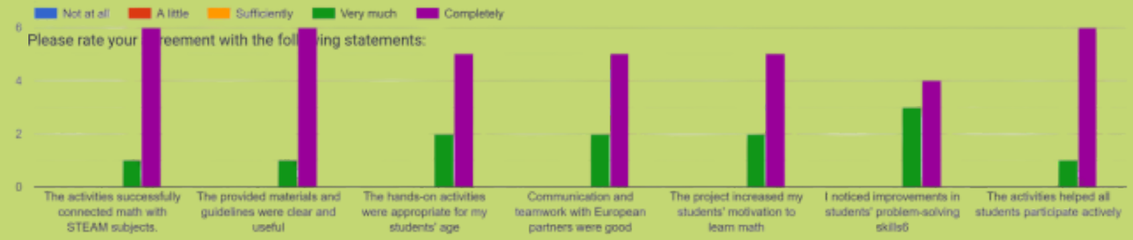
STUDENT MEETING



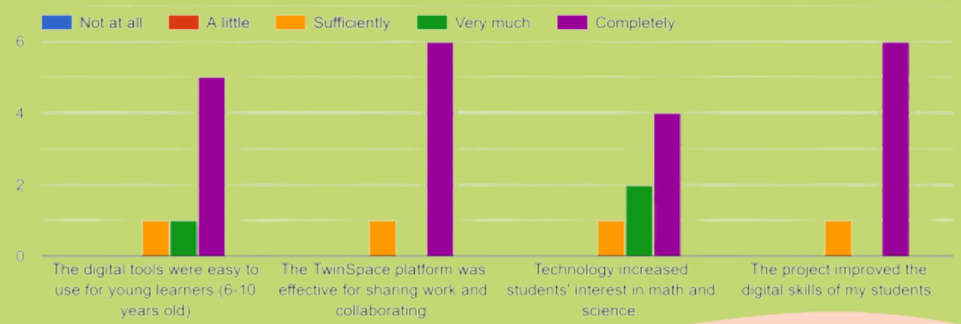


FINAL SATISFACTION SURVEY





Rate the effectiveness of the digital tools:



2025/026