

## i What?

The RoboPisces project is  
a collaboration among Universities

● Università Politecnica delle Marche

● University College Dublin

● University of Latvia

● University of the Aegean

and Primary Schools

● Istituto Comprensivo "G.Solari"

● MRC St. Paul's Bay Primary

● Osnovna skola Titusa Brezovackog



to integrate Educational Robotics in the  
classrooms aiming at reinforcing students'  
school performance in STEAM and their  
digital competencies.

## i How?

Two short-term joint staff training events  
entitled "Educational Robotics to teach IoT  
and Marine Robotics at the primary school"  
and "Design of excellent Educational  
Robotics courses with Open Education  
Resources" provide teachers with the  
necessary knowledge and resources to work  
on the RoboFish toolkit and implement the  
RoboPisces Educational Curriculum in their  
schools.

## i Why?

The project develops a curriculum  
on educational robotics and marine  
environment which is implemented in the  
partner schools using "Basic kits" (first  
year) and Advanced kits (second year). The  
Advanced kit is a Fish Robot that students  
can build and program! Teamwork,  
imagination, technical skills, digital  
competencies and knowledge on STEAM  
must be fully exploited to achieve the goal!

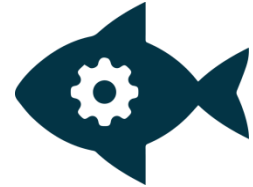
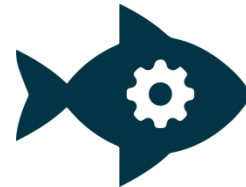
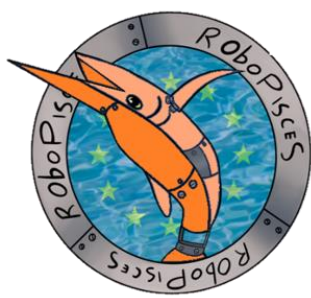
## i GDPR

Our ethics and research integrity plan  
ensures that throughout the pilot the  
identity of each participant will remain  
confidential and all data collected from this  
research will be anonymous and/or de-  
identified.

Prior to signing up, all participants will be  
fully informed on how their privacy will be  
protected. The original documents and files  
will be stored by the project coordinator  
for 5 years. All student data held for the  
project on a database will be de-identified,  
encrypted for security and stored offline.  
Anonymized data may be requested up to  
three years after the end of the project.



# i Benefits



## For the students

- enhanced engagement in STEAM subjects learning and enhanced awareness of science and technology themes;
- improved digital skills;
- development of computational thinking;
- reduced school failure;
- increased attractiveness of STEAM-related and blue careers, for boys and girls;
- increased environmental awareness about the ocean themes.

## For the School Community

- reinforcement of the positive and proactive approaches towards innovative practices;
- integration of Educational Robotics and Open Educational Resources in primary education;
- matching skills requirement for the labour market (digital economy and blue economy);
- increased awareness of the need to teach all students digital skills, in order to make them able to operate safely and efficiently in a modern work environment;
- preparedness of schools and teachers to adapt educational practice to an ever-changing multicultural school population;
- extended knowledge on the impact of educational robotics approaches.

## For School Leaders and Teachers

- reinforcement of the teachers' teaching and technical skills
- improvement of the quality of the teaching methods to ensure technology enhanced learning process;
- raising awareness of education best practices based on robotics approaches, including the European Educational Inclusion Best Practices;
- exchange of good science educational practices at EU level;
- improvement of the teaching performance through friendly competition and good practices shared with the other partner schools.

# i Contact

All project intellectual outputs and research findings will be publicly available at the project website: <https://www.robopisces.eu>

For further information, please contact the RoboPisces Consortium at: [info@robopisces.eu](mailto:info@robopisces.eu)

