



# SCIENCE FOR THE YOUNGEST

projects for preschool and primary school

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## Leonardo amava le SteAm

Leonardo loved the SteAm is an interdisciplinary and transdisciplinary project whose purpose is to provide schools with an introduction of the basic concepts of STEAM subjects in game formats.

By studying Leonardo, students communicate with each other, identifying themselves with his action and interpreting drawing lessons, from his ability, to persist in the face of difficulties, not to give up, to seek beauty and perfection with which to discover their potential, their unique characteristics, and their specialty and originality. It is a path of knowledge aimed at stimulating both scientific thinking, observation, resilience, and the artistic skills of everyone, in an environment and a game itinerary that respect individualities, and enhance talents.. Steam activities are therefore proposed starting from Leonardo's passions for code, science, flight, architecture, art, engineering, mathematics, and music., Children are encouraged to reflect on the proposed activities, to look for scientific reasons and engage in learning in curricular subjects such as mathematics, science, technology and art.



The project combines a digital presentation with artifacts and elaborate materials:

The first is a "from teacher for teachers" gift, open and editable by anyone who wishes, and in any educational institution using a QR code.

The second part, which utilizes making and tinkering, is created almost entirely with readily-available materials. manually cut and manipulated by the students. They start with the construction of a notebook where they insert and store projects and observations