

ARISTARCHUS

Artistic Reality In School educaTion: enActed, Reflective and Collaborative learning with the HUman orrery Space

Project overview and key objectives

The ARISTARCHUS project is a collaboration among three universities and one non-profit organisation: *University of Cergy – Project Coordinator (France)*, *University of Aegean (Greece)*, *CARDET (Cyprus)*, and *University of Munster (Germany)*. The project aims at building on the Human Orrery, a 3D kinesthetic model of planetary motion in the inner solar system, to engage *primary and secondary students* in interdisciplinary and inclusive STEAM activities. Its specific objectives are:

- Exploration of fundamental laws of physics and concepts of mathematics in both an attractive and meaningful way.
- Development of learners' direct and augmented experience scientific knowledge in STEAM needed to engage in the modern scientific world.
- Improvement of both the learning in an interdisciplinary STEAM context and the well-being and social-being of the learners.
- Enhancement of the scientific process skills of learners.

Project update

Partners entered the **first piloting phase** in elementary and secondary schools in France, Greece, Cyprus, and Germany. More than twelve teacher trainers who attended the five-day training programme on the Human Orrery last summer are directly involved in the process of coordinating the national implementations.

The consortium delivered the Methodological framework with extensive guidelines for the pilotings and a total of six Learning sequences with didactic topics to support them better. During the piloting, students are engaged in educational activities with the Human Orrery, and their response has been positive.



In parallel, the University of Munster is designing and developing the **Augmented Reality application** that will complement the embodied learning map next year.

What's next?

The first piloting phase is expected to be completed in April. Partners will then collect and analyse the data from the pre and post-questionnaires to evaluate the impact right before the second train-the-trainers programme next summer in Germany.

On January 31st, partners also participated in fruitful discussions about the project's e-learning platform during another monthly meeting. The e-learning platform aims to be the main pool of resources for the ARISTARCHUS project providing access to school communities, pupils, and parents.

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For more information, visit the project website: www.aristarchusproject.eu

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