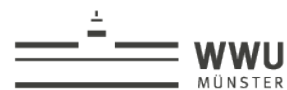
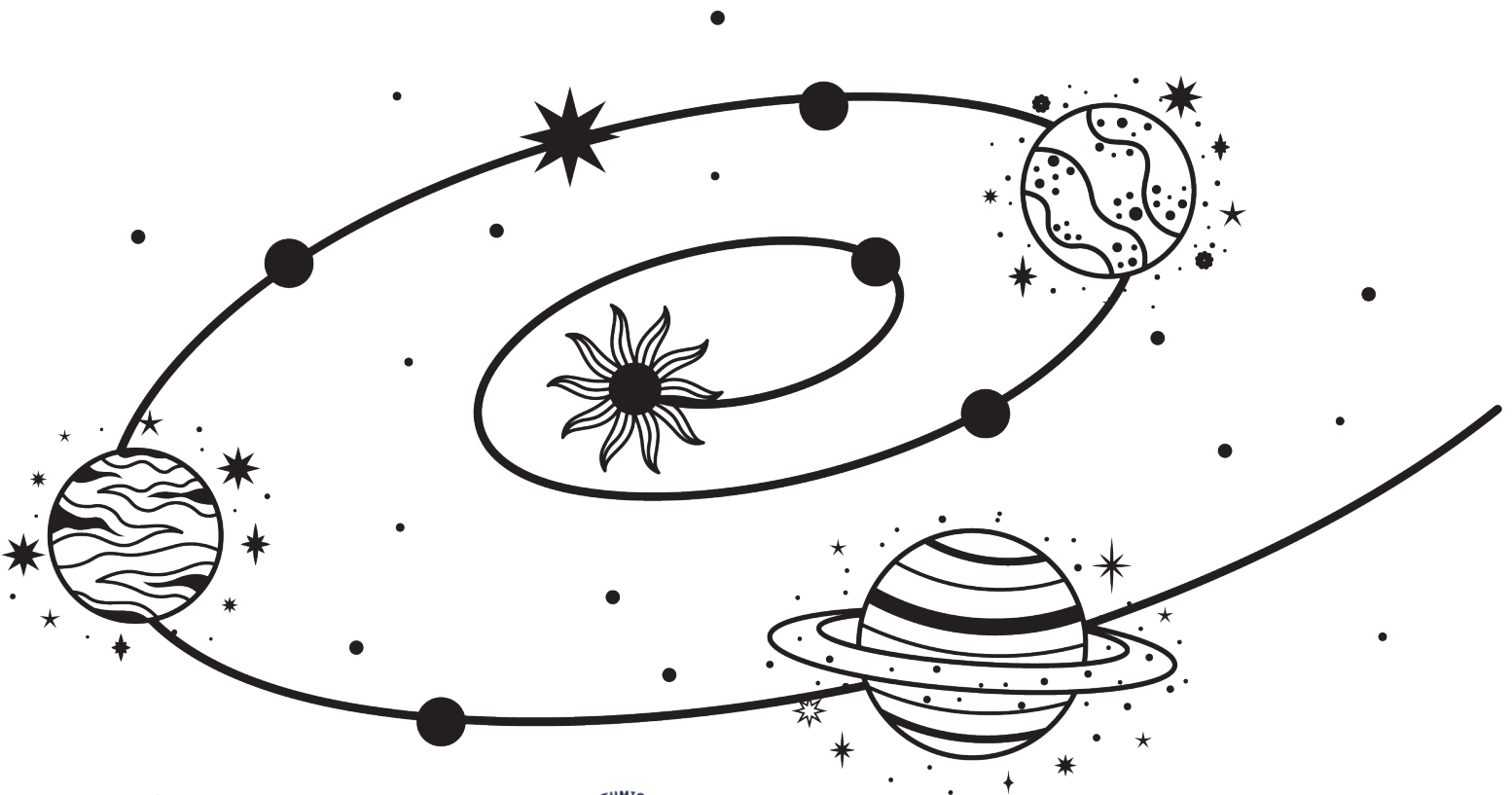


ARISTARCHUS

Newsletter 4



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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

CARDET, in close collaboration with partners, has completed the development of the project's [e-learning platform](#). This platform now features tailored content for both teachers and students. Students can interact with gamified content through six stories/scenarios available for use, and teachers have access to a variety of resources and audiovisual materials to

conduct Astronomy workshops. Additionally, the University of the Aegean has successfully revised the Methodological Framework to better meet teachers' needs.

Transnational Partner Meeting in Cyprus

The ARISTARCHUS project hosted its Transnational partner meeting in Cyprus on April 5th. The meeting was combined with a study visit to the Cyprus Planetarium helped partners understand the latest technologies in astronomy education. They tested interactive boards, VR glasses, and other tools, emphasising experiential learning.



What's next?

Partners are finalising the 2nd implementation phase in all partner countries and preparing for the e-learning platform piloting with teachers. This phase includes refining educational materials and gathering feedback to ensure the platform meets the needs of educators and students.

Stay connected

For more information, visit the project website: www.aristarchusproject.eu
Follow us on LinkedIn: Aristarchus Project