

Newsletter 4

A Key Moment for Professional Development: Our LTTA in Bonn



The recent LTTA marked a pivotal step in the professional growth of our partnership. From **7th to 10th October**, Bonn hosted **12 participants** for four days of hands-on, collaborative training. Educators and youth professionals explored **pedagogical tools, facilitation methods, and the project platform**, strengthening their capacity to implement project outputs in their institutions.

Supporting documents—**programme, materials, evaluations, and attendance sheets**—highlight the relevance and impact of this activity.

All project partners attended the training, along with **two mathematics teachers from Potenza's IC "Domenico Savio."** The sessions centered around a **card game developed by the YES Agency**, a partner in the project, which plays a central role in engaging students with STEM subjects through the inspiring stories of female scientists.



The Game: STEM, Curiosity, and Fun

The game is designed to be **inclusive, engaging, and playable in English**, combining educational content with a playful experience that encourages language practice alongside STEM learning.

Game Components:

- **Blue Deck (54 cards):** each card features a scientist with an illustration and name.
- **Red Deck (54 cards):** identical to the blue deck, with a different back design.
- **Yellow Deck (54 cards):** contains informative phrases about each scientist.

How to Play

1. Classic “French Card” Games

The blue and red decks can be used like a traditional card deck for games such as **Rummy**, **Bridge**, **Poker**, **Solitaire**, and many more.

2. Guess Who – STEM Mode

A STEM-inspired twist on the classic “Guess Who?” Players try to guess the scientist chosen by their opponent. Questions can relate to **appearance**, **biographical data**, **fields of study**, or **awards received**.

The **Digital Book** and **Augmented Reality App** provide additional support, helping players learn more about the scientists.

3. STEM Trivia

Test your knowledge of science and discoveries! Players draw a yellow card, read a statement, and guess the corresponding scientist. The player who collects the most blue cards wins.

Tips for an Engaging Educational Experience

- **Educational Value:** use the game to explore scientists’ biographies and achievements in depth.
- **Flexibility:** adapt the rules and game modes to suit your group.
- **Modularity:** create your own variants of the game.
- **Game Duration:** set turns or points in advance.
- **Digital Support:** consult the Digital Book or AR App for detailed information on each scientist.

This LTAA was more than a training session—it was a **moment of exchange, growth, and practical experimentation**, equipping partners to effectively integrate the project’s tools into their educational practices.

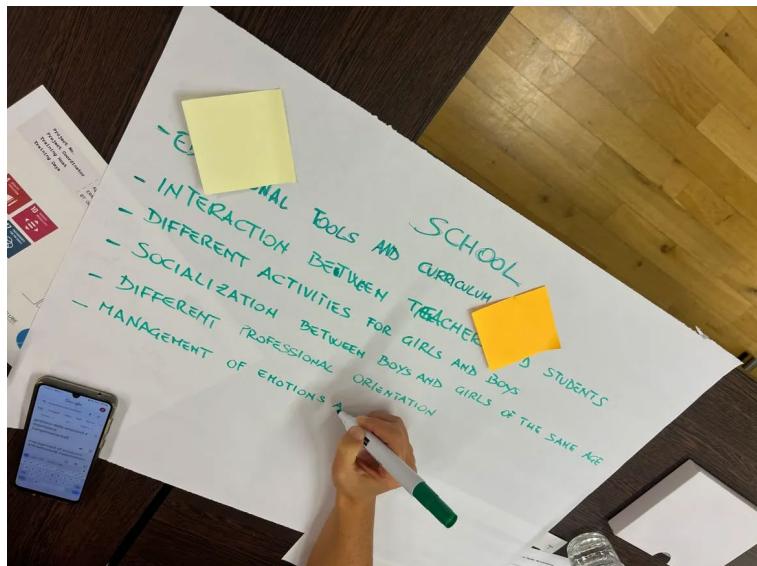


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