Title			TRICK OR STEAM?
Topic	In this Project, children will do magic tricks with water, colours, magnets… Therefore, in a funny, enjoyable and collaborative way, they will develop original STEAM activities that will lead them to experience, research, reflect and learn about interesting STEAM aspects.	**Subjects**	- Science. - Technology&Engineering. - Art. - Mathematics. - Lenguages (English, and their mother tongues) - ICT. - Geography. - Social values.
Age range	From 3 to 12	**Languages**	- English. - Icelandic. - Italian. - Spanish.
Duration	5 months (January, February, March, April, May 2017).		

Key Competences

X	Communication in one´s mother tongue.	X	Learning to learn.
X	Foreign Languages.	X	Social and civic responsibility.
X	Basic skills in maths and science.	X	Initiative and entrepreneurship.
X	Digital Skills.	X	Cultural awareness and creativity.

Goals

- To encourage learning through surprising experiments.
- To boost pupil's thinking skills, as well as learning to learn.
- To improve their linguistic competence in English and understand the importance of learning English.
- To improve their digital skills.
- To develop their creativity, and motivation to learn.
- To impress peers and teachers.
- To collaborate and learn from others.
- To appreciate other cultures.

Work Process

Throughout the Project, children will develop several surprising experiments about five different aspects:

1) JANUARY: WATER
2) FEBRUARY: ELECTRICITY
3) MARCH: COLOURS AND LIGHT
4) APRIL: MAGNETS
5) MAY: SURPRISING TRICKS OR STEAM ACTIVITIES! (FREE TOPIC)

In this way, partners will present at least one experiment in each block. The presentation can be done in different ways: videos, presentations… All the information will be shared in eTwinning and in a Web Page, so that pupils, teachers and families can easily access to this information. Other information referred to the topic can also be shared in the blog (interesting books, interesting videos, cultural facts, songs…)

English will be used as lingua franca throughout the Project. Other languages can be used as well, so that pupils can understand the importance of learning English to communicate with others.

In January, at the beginning of the Project, some special activities will be carried out to introduce the Project:

1) VIDEO INTERVIEW AND PRESENTATION→ "What are STEAM activities?"; "Do you like magic?"… Pupils will talk in their mother tongue. Teachers will subtitle this video. Then, we will watch all the videos and have fun.

2) DESIGN OF THE LOGO → Once pupils know what the Project is about, children will have to be creative and design a logo. Each partner will present four proposals. Then, pupils will vote in a poll, and the winner logo will be established as the official project logo.

In May, at the end of the Project, the Evaluation of the Project will take place. Students will take part of video interviews, in which they will express their opinion about the project activities, its tools and blog; and the benefits and difficulties they noticed. Parents will fill in surveys to know what they think about the project and its results. Teachers will also take part in surveys to answer questions about their role in the project, professional improvement, utility, tools and topics, students' benefits and their enjoyment.

The use of ICT Tools will be essential in the development of the Project. Therefore, several tools will be used to share the experiments and the information regarding the project, and to communicate with the partners. Easy tools will be included, so that young children can use them:
- eTwinning Twinspace.
- E-mail.
- Videoconference.
- Web page and Blo (Wix.com)
- Creative Tools can also be used (Animaker, Powtoon, Story Bird, Makebeliefscomix, Vokis…)
- Presentation Tools (Prezi, Power Point, Thinglink, Powtoon, SlideShare…)
- Collaborative Walls (Padlet, Glogster…)
- Picassa…

Expected results

- Video Presentations and interviews ("What are STEAM Activities?"; "Do you like Magic?"; "What do you know about Iceland/Italy/Spain?")
- Project Logo.
- Presentations in each block, with at least one experiment about the aspect we are working.
- Shared Web Page and Blog with all the information gathered throughout the Project.
- Video interviews and Surveys to evaluate the Project.

Evaluation

Throughout the Project, teachers will evaluate the process of the Project in videoconferences and will introduce the necessary changes.

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Dissemination

Dissemination of the Project will be taken into account. In this way, the Project results will be shown in the Twinspace and in the Blog. Twitter will also be used to inform about the Project news, and the partners' educational community will also be informed about the development of the Project.