



ONLINE TEACHING ADVANCEMENT SCIENCE THROUGH ART

The Project



The main purpose of OTA project is to revitalise the study of the scientific subjects to enable **pupils aged 12-14 and their teachers** to approach to learning and teaching in a different, dynamic and experiential way.

The pandemic situation has had a strong impact on the educational world, radically changing the way of conceiving the school, and causing a huge sense of loss. Thousands of students have been alone at home following their lessons and teachers - who were not prepared for this challenge - have had to redesign their work in online mode. This has caused a huge sense of loss in the education field, affecting not only the didactic aspect but especially the emotional one.

OTA project wants to fill the gap created on the online teaching of **Natural and Science subjects** using as keystone the several forms of art, thus promoting an interdisciplinary and creative approach to simulate both students and teachers.

OTA consortium coordinated by Izobrazevalni center Geoss d.o.o. (Slovenia) and composed by Narodna galerija (Slovenia), Osnovna sola Litija (Slovenia), INNOVADE LI LTD (Cyprus), Heureka (Finland) and CESIE (Italy), are carrying out a detailed analysis of the actual online learning challenges regarding the scientific subjects across the 4 countries.

Thanks to that analysis the consortium wants to create a methodology that combines art and science promoting an interesting change in the conception of learning.

As the Latin saying *non scholae sed vitae*: "we do not learn for school, but for life"!



Trasnational Meeting



In October there was the second meeting of the OTA consortium, organized and hosted in Vantaa by Heureka, the Finnish partner and attended by delegates from the 4 partner countries.

During the two days of meeting the partnership's members had the opportunity to discuss the developments of the first Intellectual Output: *Report on Learning needs of Target Group*.

They have also analyzed together the next steps to be taken for the creation of OTA methodology exploring the tools to be created in order to implement the innovation of which OTA is promoter.

There were also several opportunities for exchange with external experts that stimulated the dialogue between partners and gave them new ideas and inputs to be taken into account in OTA methodology. The speeches by Karkki Havaste on the visual literature and by Hannu Salmi on the importance of STEAM activities in order to fill the gaps in formal education, arouse great interest among the participants; as well as the field experience they have experienced in the woods with the specialist Arja Kaasinen, who led a dynamic demonstration on how we can learn (playing) from the nature that surrounds us.

The next few months will see the partners working on the design of the methodology and on creation of the supporting materials.

More information

Keep in touch with our upcoming events and developments by visiting the project website

ota-project.eu

Partners



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Co-funded by the
Erasmus+ Programme
of the European Union

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