



UrbSTEAM

Teaching STEAM through Urban Garden Based  
Learning  
in the kindergarten

# URBSTEAM

TEACHING STEAM THROUGH  
URBAN GARDEN BASED  
LEARNING IN THE  
KINDERGARTEN

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## PLATFORM GUIDE

2021-1-EL01-KA220-SCH-000034476

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# Platform Guidelines – English version

## Introduction

The aim of the project is to teach STEAM by using hands on activities on urban gardens and integrating permaculture values. STEAM is an integrated approach to learning which requires two or more standards from Science, Technology, Engineering, Math, and the Arts to be taught and assessed in and through each other. Participants (educators and children) will become familiar with the space of a garden as a rich environment for teaching and learning across the curriculum, especially on STEAM field. Ecological and social justice considerations will frame all aspects of the project, with a particular focus on the place of the teacher (personal, cultural, and geographic positioning and identities) in garden-based education. Extensive engagement with gardening practices, food preparation activities (including eating!), and critical dialogue will be the pedagogical modes of exploration throughout the project. The idea is to support, scaling up the existence initiatives or catalysing new actions related to the 17 Sustainable Development Goals (SDGs) in education and especially in preschool. While there are hundreds of pedagogical ideas for classroom activities, there is a gap in implementing age-appropriate activities outdoors. This project bridges the gap by detailing how best to integrate Urban Gardening into teaching and learning, specifically in preschool. We are trying to strengthen to the means of implementing STEAM, by using garden as co-teacher in preschool

## About The Platform

Within the UrbSTEAM project, partners developed a platform for blended and online learning and academic cooperation, building on the strengths of existing solutions and with a view to pave the way for the establishment of teaching STEAM through garden based approach. The project is a comprehensive digital and integrated infrastructure linking existing educational resources and tools that have been designed to achieve maximum systemic impact.

This was achieved by establishing a single point of access for online learning in Europe, putting online material and curricula at the fingertips of preschool teachers. Throughout our project we will pilot our material and toolkit to education professionals to evaluate it.

The e-learning platform is an approachable way to engage distant learners into the training procedure. Many people desire to attend training courses, though for some reasons they cannot physically participate in conventional training programs. The e-learning platform will host all the training materials and the toolkit that consists the training program on the one hand for educators and the toolkit with material, resources and lesson plans.

It includes information on the results of this project, where available, as well as a selection of good practices and success stories. The platform also contains information about the organisations responsible for this project, providing possible future partners for those interested in taking part in Erasmus+.

The visitors have the option to register themselves at the platform and create their personal profile. The platform is user-friendly.

The platform is available in all partners' languages. The contents were uploaded in the platform in all the languages that they have been produced.

## Methodology

### How to Register in the?

1. Go to the link <https://urbsteam.eu/elearning/> and click on Register.
2. Go to the link Don't have an account? Sign up.
3. By filling in all the required information, create your new account.  
Make sure to use a frequently used email address.
4. Verify your account by clicking on the link sent to your email address.
5. 'Sign in' to the platform by using your username and password.
6. Click on language you prefer to proceed with the e-Course
7. Click on the module you want to enrol and DON'T FORGET to click **enrol** in any new module you are opening.
8. In order to finalise the training, you need to fill the quiz in each module, achieve more than 60% grade and then you will be available to receive the certification from each module you are completing.



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