





About GIS4Schools

The <u>GIS4Schools</u> project is an Erasmus+ strategic partnership in the field of secondary school education. It aims at introducing new teaching methodologies on the use of GIS technologies to monitor the impact of climate change on local communities to improve STEAM's learning. Built on a transnational basis, the project addresses digital skills, climate change awareness, and the understanding of scientific elements, for secondary schools' pupils and teachers supported by experts' guidance.

The ultimate GIS4Schools' goal is to increase the interest of pupils in STEAM disciplines. It enhances their knowledge and capabilities by involving them in the co-creation of new practices and replicable digital tools exploiting Earth Observation (EO) and other data to develop GIS products. Experts urge "to find better ways to nurture the curiosity and cognitive resources of children" by linking science with other subjects and disciplines. In this approach, GIS represents an enabling tool for pupils' engagement in analysis related to the environment at global level as well as the community they live in.

The event

The GIS4Schools project aims to improve STEAM learning paths in secondary schools, by promoting an innovative approach to the teaching of scientific subjects and introducing the teaching of GIS and EO applied to the topic of climate change.

In order to ensure the long-term sustainability of the project and the validation of the methodologies and products, more schools need to be involved in Europe and beyond.

The event, leveraging on the experience of the invited experts, will discuss how to revamp education curricula taking stock of current programmes and activities bringing together digital technologies; compelling issues like climate change; and the development of relevant skills for the future to increase the interest of the young generation into the opportunities offered by STEAM disciplines.

The event is a half-day conference. It will revolve around two pillars: the GIS4Schools project and education policy.







- **GIS4Schools:** the project will be showcased as a best practice. The teachers' handbook, as well as pupils' engagement and their learning path as reported by the students themselves using the Digital Diaries tools, will be presented.
- **Education Policy:** the invited speakers from a diverse range of institutional backgrounds will illustrate active educational curricula centred on climate change addressed through space data. The status of girls in STEM will be observed and considered to draw recommendations.

Target audiences

Teachers, schools' managers, students, local/regional Education Authorities, associations active in the field of Education, climate change and space will be invited to participate to the event.

Language

English.

Conference Outline

10:00 - 10:05: Welcome remarks

Annalisa Donati, Secretary General, Eurisy

10:05 – 10:20: Keynote speech- Climate Change and STEAM: building the future of the next generations

Vladimir Garkov, Policy Officer, European Commission's Directorate General for Education and Culture (DG EAC)

10:20-10:30: The GIS4Schools Project. Improving STEAM Education in Secondary Schools through the co-creation of new methodologies for teaching GIS products related to climate impact on local communities

Elisa Filippi, Co-Founder and EU Project Manager, Euronike

10:30 – 11:30: 1st session- The GIS4Schools Project. How to impact on STEAM learning and climate change awareness using GIS technology and EO

The first session of the event aims at presenting the GIS4Schools project to potential new stakeholders. The project partners will focus their contribution on the training package by directly involving teachers in reporting their experience. Euronike will provide the audience with the data collected through the Digital Diaries to showcase how the pupils' learning curve evolved after the first half of the project.

Moderator - Eurisy

Speakers:

- Maria Antonia Brovelli, Professor of GIS and Copernicus Uptake, Politecnico di Milano (PoliMI)
- GIS4Schools partners representatives:
 - Eugenio Berti, ITT Marconi; in cooperation with Eleonora Ambrosi, Junior Erasmus+ Project
 Development and Management, Euronike
 - Vania Cardoso Rodrigues, Escola Secundaria José Afonso; in cooperation with Rui Baltazar,
 Eagle Intuition;
 - Andreea Ionescu, Colegiul National Ion Neculce; in cooperation with Adelin Lazar, Geographer and Project Manager, Urban2020;







 Carles Battle, IES Marc Ferrer; in cooperation with Emilia Badenas Ayestaran, Blue Bubble World

Q&A Session

11:30 – 11:40: Coffee Break

11:40 – 11:55: Keynote speech- The gender equality factor in STEM education. Diversity as a key to make STEM careers accessible to everyone

The keynote will present the state-of-the-art of girls in STEM highlighting the current challenges and barriers to overcome to make STEM accessible to everyone.

Ersilia Vaudo Scarpetta, Chief Diversity Officer, European Space Agency (ESA)

11:55-12:00 A video address from the European Parliament Chair of the Committee on Culture and Education

Sabine Verheyen, Chair, Committee on Culture and Education, European Parliament

12:00 – 13:00: 2nd session- Introducing national STEAM initiatives for secondary schools. A roadmap towards harmonised education curricula.

The conclusive session will discuss the existing education policies developed across Europe and explore the opportunity of adopting an integrated approach to the teaching of STEAM subjects, including space technology. The session will gather four speakers from the space sector and education experts.

Moderator-Eurisy

Speakers:

- Rocchina Guarini, Climate Change Technologist, Italian Space Agency (ASI)
- Laurent Deroin, In charge of Higher and Continuing Education, French Space Agency (CNES)
- Jean-Marcel Thomas, Director, Euro Space Centre
- Maria Antonia Brovelli, Professor of GIS and Copernicus Uptake, Politecnico di Milano (PoliMI)
- Vladimir Garkov, Policy Officer, European Commission's Directorate General for Education and Culture (DG EAC)
- Emilio Puccio, Secretary General, Intergroup on Children's Rights

Wrap-up and Conclusive remarks:

Elisa Filippi, Co-Founder and EU Project Manager, Euronike





Practical Information

Venue

European Space Agency (ESA) HQ- Daumesnil, 52 rue Jacques Hillairet, 75012 Paris, France



How to get there:

Metro:

- Line 8- Montgallet
- Line 1- Reuilly-Diderot
- Line 6- Dugommier

Bus:

- Ligne 46- Montgallet
- Ligne 29- Daumesnil-Ledru Rollin

How to get to Paris

The city of Paris has two airports: <u>Roissy Charles De Gaulle (CDG)</u> and <u>Orly (ORY)</u>. About 80 km away, there is also <u>Beauvais Tille (BVA)</u> airport, a hub for many low-cost airlines, as Ryanair and Wizzair.

From Roissy Charles De Gaulle (CDG), it is possible to reach Paris city centre:

- By suburban train (details on trip and costs: RER B);
- By bus (details on trip and costs: Roissy Bus Shuttle);
- By Taxi. Tips available here.

From Orly (ORY) Airport, it is possible to reach Paris city centre:

- By Tram (details on trip and costs: <u>Tramway T7</u>);
- By bus (details on trip and costs: OrlyBus);
- By Taxi. Tips available <u>here.</u>

From <u>Beauvais Tille (BVA)</u> Airport to reach Paris city centre, a bus shuttle is available every 25/30 minutes (details on trip and costs: <u>Paris-Beauvais Airport Shuttle</u>).

Accomodation:

<u>Hotel Le 209</u> - 209 rue de Charenton, 75012 Paris. The hotel is 8 minutes walking from the venue and is close to the Metro Line 6- (Metro Station: Dugommier).

<u>Hotel Le Patio Bastille</u> - 289 bis Rue du Faubourg Saint-Antoine, 75012 Paris. The hotel is about 10 minutes walking from the meeting venue or 8 minutes by bus (line 46- Bus Stop: Montgallet).

<u>Nouvel Hotel</u>- 24 Avenue du Bel Air, 75012 Paris. The hotel is based 10 minutes walking distance from the European Space Agency HQ-Daumensil (52, rue Jacques Hillairet).

<u>IBIS Paris Gare de Lyon Ledru-Rollin</u>- 41/43 avenue Ledru Rollin, 75012 Paris. The IBIS Hotel is 7 minutes far from 52, rue Jacques Hillairet (line 8- Metro Station: Montgallet) or 9 minutes walking.

