



***THE BIG GAME: Immersive and
Multidisciplinary STEM Learning
through A Cooperative Story-Driven
Digital Game***

Code 2021-1-FI01-KA220-SCH-000024098

MULTIPLIER EVENT REPORT

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Event Objectives and Topics

Tartu International School hosted 8 Erasmus+ exchange teachers and students who participated in the STEM Learning Day, the BIG GAME project, and the Digital Handbook, aiming to enhance school lessons and showcase digital learning methods. The students and teachers engaged in the learning scenario titled 'Lithium Mining in the Atacama Salt Flat' alongside Estonian students, fostering cooperative problem-solving approaches to learning.

Event date and venue

Tartu International School booked a hall at Tartu Suomalainen Koulu on Monday, February 19th. The event lasted for three hours, from 10:00 to 13:00, during which teachers shared their experiences and discussed methods for integrating the missions into their lessons.

Agenda

30 minutes: General introduction and presentation of the BIG GAME project and competition by the project coordinator, Mrs. Liina Maurer.

120 minutes: Play-through of the Estonian scenario 'Lithium Mining in the Atacama Salt Flat' in mixed teams. Estonian students collaborated with Spanish students, guided by teachers in the critical information searching process.

30 minutes: Group presentations of the proposed solutions.

Brief description about the event

Tartu International School hosted Erasmus+ exchange students and teachers from Spain to cultivate best practices in STEM learning, critical information searching skills, and problem-solving abilities. Students engaged in mixed teams to gain diverse perspectives and values akin to real-world problem-solving scenarios. These varied viewpoints encompassed considerations such as environmental preservation, safeguarding the lands of indigenous peoples, or economic profit, fostering enriching discussions on the complexity of international problem-solving.

