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**Creating an ECO online Natural Fit Virtual Programs to Prepare Students for
Boosting 21st century skills 4 the Future (UNITY)**

UNITY Multiplier Events Kicking Off Across Europe!!

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Vol 5

IRST MULTIPLIER EVENTS HELD

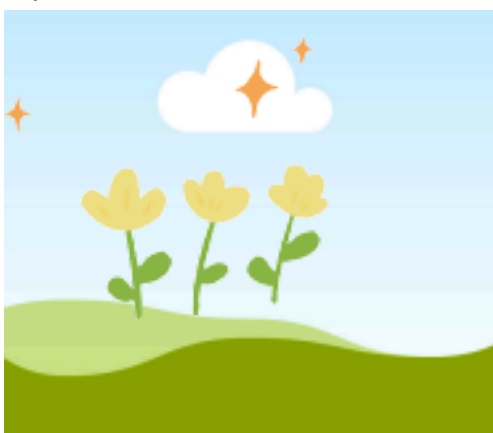
Turkey and Italy have now hosted their Multiplier Events, with great success! Organized by our project partner in Turkey (P2), the event in Turkey brought together a diverse group of educators, students, governmental representatives, and stakeholders. The full-day event focused on promoting hands-on skill development through PBL and STEAM, with a special emphasis on climate protection, a core theme of the UNITY project. The participants explored the project results from R1 to R5, highlighting innovative educational resources and showcasing outstanding student projects.

The event in Turkey also included an award ceremony to recognize student achievements, an inspiring reflection on how digital tools can revolutionize education, and collaborative discussions on cross-sectoral partnerships. The atmosphere was vibrant, with over 37 participants on-site and additional stakeholders engaging in live discussions via social media platforms like Twitter, ensuring an open and participatory environment.

Similarly, Italy's Multiplier Event provided an interactive platform for sharing the project's achievements, with an engaging mix of presentations, networking sessions, and hands-on activities.

The event successfully introduced the benefits of integrating digital educational resources into classroom settings while demonstrating how to foster collaboration between different sectors within the educational ecosystem.

We are thrilled to share exciting news about the Erasmus+ UNITY project's latest developments! The highly anticipated Multiplier Events (ME) have begun, marking a significant milestone in our mission to inspire educators and students across Europe with innovative educational approaches that integrate STEAM, Project-Based Learning (PBL), and climate change education.



OBJECTIVES OF THE ME:S

The Multiplier Events aim to:

Share UNITY Project Achievements: Present and discuss the intellectual outputs (R1–R5) and other project results, focusing on how these can be implemented in educational settings.

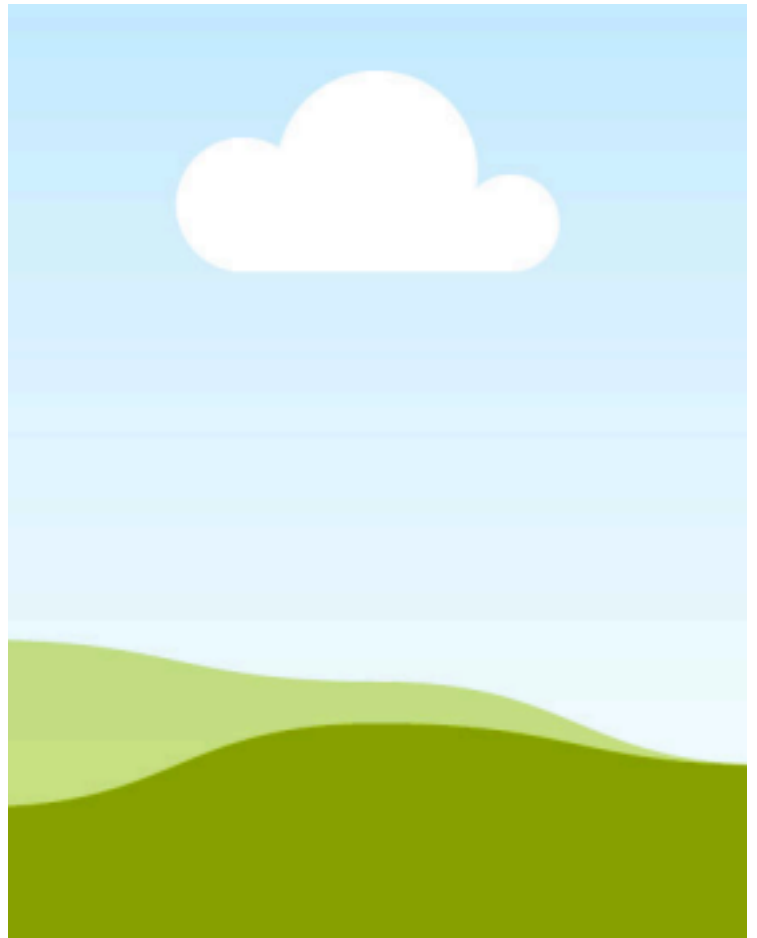
Promote Hands-on Learning: Show educators how to implement hands-on skills development through PBL, STEAM, and climate protection initiatives.

Build Capacity and Partnerships: Encourage collaboration between schools, universities, government bodies, and other stakeholders, creating opportunities for future cooperation.

Pilot Digital Resources: Introduce and test digital educational resources developed by UNITY, using non-formal methodological approaches.

Award Student Projects: Recognize and celebrate the innovative work of students who have actively participated in the project, fostering a sense of achievement and community. s.





their events, we are looking forward to more inspiring gatherings in the coming months. Each event will continue to build on the momentum of UNITY, promoting the project's vision for educational innovation and sustainability. National newsletters will soon be released by each participating country, sharing the unique outcomes and insights gained from their respective Multiplier Events.

Newsletter 5 UNITY

WHAT'S NEXT



As Turkey and Italy celebrate the success of