

Lisa 1: Tagasiside
toetusesaajale
Taotlus number

Tallinna Virmalise Lasteaed
2019-1-EE01-KA229-051723

FINAL SCORE (max 100 points):	94
<p>Overall comments to applicant: The objectives of the Project are specified for main target groups and they are fully achieved. The project is also relevant for a wider community. The complementarity of the proposed action is also well-described in terms of participating partner institutions and is particularly convincing for partners from higher education. A large part of the achieved results corresponds to the results planned in the application stage. The results are meaningful for development of STEM curricula wider than that of participating schools. Transnational dimension is clearly evident. Project activities were complementary to other activities of institutions considering their development plans and provided new experience and expand teachers' professional knowledge. The Project activities were professionally organised and described. They were appropriate considering the development level and capabilities of that particular age group. The ways, how teachers learn from diverse experience offered during mobilities was essential. Mobilities were well prepared, pre-activities as well as follow-up activities were used. The project followed all necessary phases and a clear timetable. Each training event focused on one specific aspect of STEAM education, that related to the strengths of the hosting organization. However, the methodology or exact training could have been more clearly described. All the mobilities contribute to the achievement of proposed objectives.</p> <p>Communication between partners was reasonably organised and different channels for that were used. Each organization had clear responsibilities and mechanisms for collaboration were set. However, initially planned e-Twinning was not used during the project. Erasmus+ Project Results Platform was used for preparation - looking and researching about similar projects and in follow-up to share the results. Dissemination and exploitation goals could have been more clearly stated with listed tools, channels, platforms and approaches each consistent with broader development goals.</p> <p>No doubt that the project has a direct impact on the motivation of young teachers, guaranteeing to a large extent their security and conviction in the successful application of the STEAM method in the educational process. All materials were made available. The Project has a potential to have a long-term effect and impact after its life-span, as its ideas and new ways of implementation as well as its tangible products really deserve attention, especially STEM activities e-book.</p>	
Relevance of the project (max 20 points)	19
<p>Strategical partnership project named "STEAM in early childhood – simple and fun!" involves five kindergartens from different European countries, with almost 70 teachers and nearly 600 children and their parents. The objectives of the Project are specified for main target groups and they are fully achieved. The project is also relevant for a wider community. The complementarity of the proposed action is also well-described in terms of participating partner institutions and is particularly convincing for partners from higher education. A large part of the achieved results corresponds to the results planned in the application stage. The results are meaningful for development of STEM curricula wider than that of participating schools. Transnational dimension is clearly evident.</p>	
Quality of the project design and implementation (max 25 points)	23
<p>Project activities were complementary to other activities of institutions considering their development plans and provided new experience and expand teachers' professional knowledge. The Project activities were professionally organised and described. They were appropriate considering the development level and capabilities of that particular age group. The ways, how teachers learned from diverse experience offered during mobilities was essential. Mobilities were well prepared, pre-activities as well as follow-up activities were used. The project followed all necessary phases and a clear timetable. Each training event focused on one specific aspect of STEAM education, that related to the strengths of the hosting organization. However, the methodology or exact training could have been more clearly described. All the mobilities contributed to the achievement of proposed objectives.</p>	
Quality of the project team and the cooperation arrangements (max 15 points)	14

The participating organizations were quite similar considering their interests, but quite different considering their size. Three partners were newcomers. Nevertheless, each organization had a specific role and responsibilities.

Erasmus+ Project Results Platform was used for preparation - looking and researching about similar projects and in follow-up to share the results. Communication between partners was reasonably organised and different channels for that were used. Each organization had clear responsibilities and mechanisms for collaboration were set. However, initially planned e-Twinning was not used during the project.

Impact and dissemination (max 40 points)	38
<p>Dissemination and exploitation goals could have been more clearly stated with listed tools, channels, platforms and approaches each consistent with broader development goals.</p> <p>No doubt that the project has a direct impact on the motivation of young teachers, guaranteeing to a large extent their security and conviction in the successful application of the STEAM method in the educational process.</p> <p>During the project, the teachers had the opportunity to get acquainted with various methodological procedures, tools and educational aids, which they have to apply in their practice.</p> <p>The partners intend to continue with STEAM lessons and use knowledge obtained within the project. Partners have agreed to continue with STEAM weeks (in their variation), improve outdoor learning and playing areas, especially with green houses.</p> <p>All materials are made available. The Project has a potential to have a long-term effect and impact after its lifespan, as its ideas and new ways of implementation as well as its tangible products really deserve attention, especially STEM activities e-book.</p>	