



# School to Farm Newsletter 3

Co-funded by the Erasmus+ programme of the EU, the School to Farm project aims to create a set of place-based and gamified-STEAM activities that can be used in farms in environmental education as “out-of-school education,” which also complements formal education.



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## **01 Discovering STEAM: An Exclusive Interview with Warsaw Educators**

In this engaging interview, teachers from Szkoła Podstawowa z Oddziałami Dwujęzycznymi 20 im Jana Gutenberga Fundacji Szkolnej w Warszawie share their passion for STEAM education. Discover their insights and experiences by watching the full video.

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## **02 Digital Innovations in Education: Highlights from Our Turku Meeting and New Digital Games**

Discover the exciting advancements from our recent transnational meeting in Turku, Finland. We unveiled and tested six new digitally enhanced educational games designed to teach crucial aspects of environmental education through engaging farm-based scenarios. Learn how these games are transforming complex topics into interactive learning experiences and promoting eco-friendly practices among students.



## **Welcome to the third edition of the School to Farm Project newsletter!**


This issue is packed with exciting updates, inspiring stories, and insights from our ongoing journey toward promoting experiential learning and sustainable agriculture. In this edition, we are thrilled to feature an exclusive interview with the dedicated teachers from Szkoła Podstawowa z Oddziałami Dwujęzycznymi 20 im Jana Gutenberga Fundacji Szkolnej w Warszawie, one of our esteemed partnerschools.




These passionate educators share their personal journeys and profound interest in STEAM education and STEAM-based learning. They delve into what a STEAM lesson looks like, how the School to Farm Project addresses the gap in place-based learning, and the myriad advantages it provides. Through their insights, you'll discover the unique benefits of STEAM education and how it transforms learning experiences for children, fostering creativity, critical thinking, and a deeper connection with the natural world.

Our project continues to grow and evolve, thanks to the collaborative efforts of our partners. The third transnational meeting, hosted by Polygonal North oy in the beautiful city of Turku, Finland, was a remarkable success.

Representatives from all partner organizations gathered to share progress, exchange ideas, and plan future activities. The meeting featured dynamic reviews and engaging discussions. Our project team worked meticulously on the 6 digital games they developed at the meeting and were very excited. Participants left with renewed energy and a shared vision for the next phases of the project.





As we move forward, we remain committed to fostering sustainable agricultural practices and enriching education through place-based learning. Our upcoming activities include exciting project results, interactive workshops, and continued collaboration with our international partners. Stay tuned for more updates, success stories, and ways to get involved in the School to Farm Project.

Thank you for your continued support and dedication to making a positive impact on our communities and the environment. Together, we are cultivating a brighter, more sustainable future for all.

Happy reading!



# 01 **Discovering STEAM: An Exclusive Interview with Warsaw Educators**

We are excited to share an insightful interview with the dedicated teachers from Szkoła Podstawowa z Oddziałami Dwujęzycznymi 20 im Jana Gutenberga Fundacji Szkolnej w Warszawie. In this interview, the educators discuss their passion for STEAM education, what a STEAM lesson looks like, and how the School to Farm Project is bridging the gap in place-based learning. They also highlight the unique advantages of STEAM-based learning and the transformative impact it has on students.

Watch the full interview to learn more about their experiences and the innovative approaches they are using to inspire the next generation of learners:

[School to Farm STEAM Experts Interview](#)



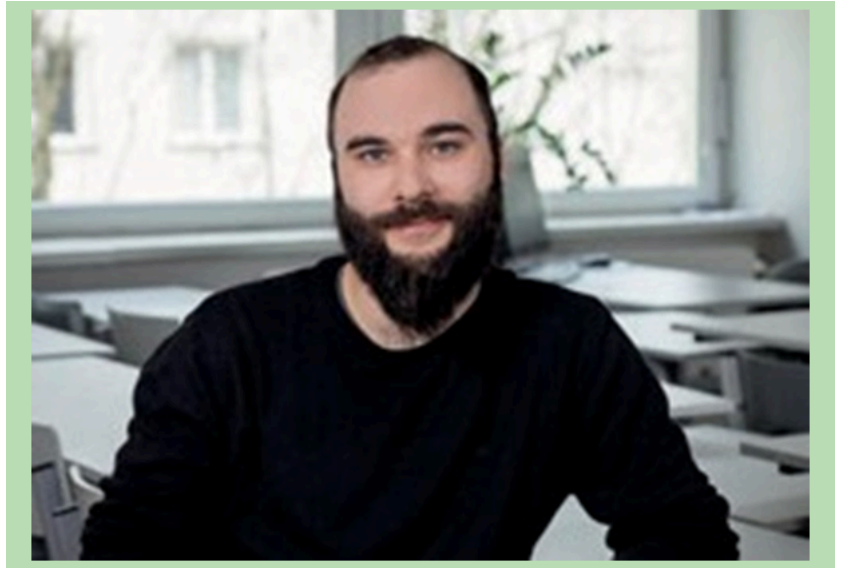
## **BY MONIKA KOKOSZA**

Physics Teacher at the  
School  
Foundation, STEAM  
and IBSE Expert

I have been teaching physics, chemistry and mathematics for 22 years. I am an oligophrenopedagogue, a tylfopedagogue, an occupational and pedagogical therapist, with a certified teacher's degree. I am an expert in the IBSE method (teaching through scientific inquiry) and co-author of two publications with scenarios for working with the IBSE method during lessons in natural sciences. I use activating methods and STEAM in my teaching - my students do a lot of experiments and research, and we construct teaching aids together. I am enthusiastic about the use of didactic games in education, which I also create. For years, I have been running the Young Explorer's Club under the auspices of the Copernicus Science Centre and co-organising Science Picnics of KMO Clubs in Warsaw.

## **BY MICHAŁ KARGOL**

**Educator, Art and  
IT Teacher at the  
School  
Foundation**



I am a teacher of art, technology and computer science, as well as a special educator. I have been teaching at School Foundation schools for over 5 years.

I studied at the Academy of Fine Arts in Warsaw and there I became fascinated with pedagogy. My greatest passion is to juxtapose it with art. Working with children and young people brings me a lot of joy; while teaching and educating my students, I also gain knowledge and fulfil myself in my interactions with them.

I try to combine different disciplines in a holistic way, to teach critical and creative thinking and to be a 'signpost' that shows various directions and encourages them to explore.

## 02 Digital Innovations in Education: Highlights from Our Turku Meeting and New Digital Games



The "School to Farm" project has achieved a major milestone with the completion of the "School to Farm Educational Games." We, the project members, have developed these six digitally enhanced games, each covering crucial aspects of environmental education in a farm setting.

The topics range from climate change to sustainable consumption, using scenarios to improve decision-making skills and environmental awareness among students. By turning complex concepts like energy efficiency and waste management into interactive experiences, we have made the games more approachable and relatable.

Our main objective is to facilitate learning in a fun, engaging way that highlights the importance of eco-friendly practices.



The recent transnational partner meeting in Turku, Finland, which brought together partners from Finland, Poland, Türkiye, Greece, and Latvia, was a crucial event for the project. The focus was on hands-on testing of the games and evaluating the progress of the "School to Farm" project.

During this meeting, we had the opportunity to experience the games firsthand and provide invaluable feedback on usability, user experience, and educational impact.





We tested the platform's user-friendliness and ease of navigation to ensure that end-users, primarily educators and students, would find it accessible and beneficial.

Partner feedback indicated that the games successfully demonstrated learning progress among users, supporting the project's vision of promoting STEAM learning through digital means. The positive results from this meeting showed that the platform is ready for broader educational use, marking a significant achievement for the School to Farm project in connecting farm education with digital innovation.



## BY GİZEM KULAKSIZ

Hello, my name is Gizem Kulaksız, and I'm a 37-year-old Project Manager representing Polygonal North from Finland. I'm married and have a delightful 4-year-old daughter. My educational background includes a bachelor's degree in teaching English and a Master's Degree in English Language Teaching.

I have extensive experience in producing educational materials and developing and coordinating project plans & schedules.

In my free time, I enjoy playing tennis, a sport I've been passionate about since 2017. I also have a keen interest in languages and have tried learning several. Currently, my focus is on German, and I'm excited about this new linguistic challenge.



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