

# School to Farm Newsletter 4

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 Introducing the EcoSTEAM Explorers Curriculum

Explore "EcoSTEAM Explorers: Unveiling Nature's Wonders," an innovative curriculum designed to immerse students in farm-based education through a STEAM approach. This curriculum offers hands-on, experiential learning that bridges ecological concepts with practical farming activities, nurturing a deeper connection to the natural world.

### 02 Unveiling Our Digital Educational Games

Explore the six digital games we've developed to complement the curriculum. These interactive games immerse students in real and virtual farm environments, enhancing their understanding of sustainable practices while making learning engaging and fun.





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

We are excited to present the final edition of the School to Farm Project Newsletter, reflecting on the progress we've made in blending ecology with pedagogy. This project has beautifully blended ecology with STEAM education, creating a rich learning experience that bridges real and virtual worlds. Our efforts have led to the development of a new curriculum and a series of digital games that will serve as powerful tools for educators and students alike.

In this newsletter, we proudly introduce our curriculum, which includes 24 meticulously crafted lesson plans across 12 modules. Each lesson is designed to connect students with the natural world, fostering a deep understanding of ecological principles through hands-on, place-based learning.

Additionally, we unveil our six digital educational games, designed to make learning about sustainability and environmental stewardship both engaging and accessible. These games bring the farm to life, offering students a chance to explore and learn in an interactive and immersive way.

Thank you for joining us on this journey. We look forward to seeing the impact these resources will have in classrooms and communities, inspiring a new generation of learners to connect with and care for our planet.

Happy reading!

# 01 Introducing the EcoSTEAM Explorers Curriculum



Our comprehensive curriculum, EcoSTEAM Explorers: Unveiling Nature's Wonders, is now available on our website in five languages: English, Polish, Turkish, Finnish, Greek, and Latvian. Designed for a full academic year, the program includes 12 modules that span 24 weeks, with each module comprising one activity to be completed every two weeks.

This curriculum is developed to seamlessly integrate into the school season, offering valuable resources for both in-class and out-of-class lessons. The 24 lesson plans emphasize outdoor learning, enriched with STEAM activities and educational games, all aimed at helping students achieve essential 21st-century competencies.

When you explore the curriculum, you'll find detailed explanations, resources, and instructions to support each lesson plan, suitable for use inside and outside the classroom. We encourage you to visit the project results tab on our website, where you can access and share all our open educational resources, including information on materials designed to help teachers enhance their students' STEAM skills through practical, outdoor learning experiences.

<https://schooltofarm.com/>

# 02 Unveiling Our Digital Educational Games

We are excited to present our digitally enriched educational games, designed to ensure that all students, regardless of their ability to visit a farm, can experience meaningful farm-based learning. These accessible platforms are tailored for distance education and web-based environments, fostering social inclusion and promoting interactive, engaging learning for everyone. Our six games are now available on our website, and we are thrilled to introduce them to you:

<https://schooltofarm.com/index.php/games/>

## Climate is Changing



The eccentric scientist Dr. Eco has created a time-travelling device to transport you to important historical periods where human activity caused climate change. He is waiting for you with the time machine at the Greenleaf Farm. You must travel across several eras to understand climate change and take actions that affect the environment.

## Warriors of the rivers Atlas and Luna



Atlas and Luna have the ideal of farming on fertile lands in the region between the Tigris and Euphrates Rivers and in doing so, carrying the richness of these lands to the future. You must help them both in their success on the farm and in protecting their beautiful land between the rivers.

## Waste Management



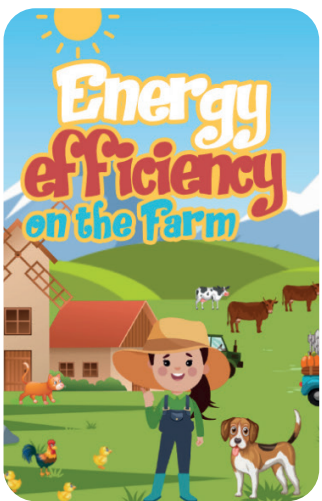
The young farmer is faced with waste problems on the farm. There are many options for waste management. You should help him solve this problem in the best way.

## Water Saving on the Farm



The water protector wants to save every drop of water on our Earth. The protector's goal is to slow down the journey of a drop to save as much water as it is possible. You must help the protector make the right choices in the forests, meadows and at home.

## Energy Efficiency on the Farm

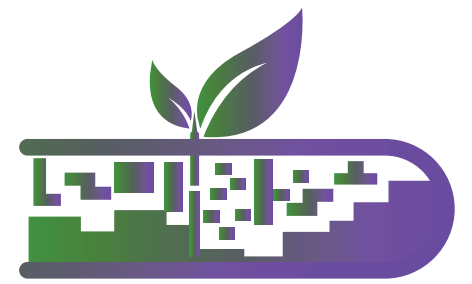


A young girl named Clara left the big-city-life and bought a farm in the mountains. She is eager to make it a successful and sustainable business. She starts exploring the farm and learning about the various aspects of sustainable farming and consumption. You must travel across several story lines and help her.

## Sustainable Consumption on the Farm



A young farmer named Alex, who has just inherited his grandparents' farm, is eager to make it a successful and sustainable business. He focuses on farm's marketing policy and improving sustainable farm perspective. You must help him with his choices.



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