



NEWSLETTER 3

December 2024



BRAINWAVES

CURRENT STATUS

R2

TESTING DIGITAL SOLUTIONS

This phase brings the project to life as primary school students test the digital tools they created to support individuals with disabilities. Through hands-on workshops, students will refine their robotics and Scratch programming projects based on real user feedback. This process enhances problem-solving, creativity, coding, collaboration, and technological literacy while fostering inclusion and cross-cultural learning.



WHAT'S IN R2?

- Hands-on Testing with Students •
- Enhancing Digital Tools for Inclusion •
- Applying Robotics and Programming •
- Improving Accessibility •
- Developing Creativity •
- Fostering Collaboration •

THE CONSORTIUM





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BRAINWAVES

3rd TPM IN PERUGIA



Partners from Italy, Spain, Denmark, and Ireland gathered in Perugia for the III Transnational Project Meeting of the Brain Waves Erasmus+ Project, hosted by Base3. We focused on the upcoming experiment activities in schools, marking a key phase in the project. On the first day, we visited Istituto Comprensivo Torgiano - Bettona, where Base3 will implement the project's activities, and explored POST - Museo della Scienza Perugia, an interactive museum aligned with our goals. Exciting steps ahead for Brain Waves as we continue our mission for social inclusion through coding and robotics!



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Follow the project on



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BRAINWAVES

DID YOU KNOW WHAT WE DID DURING OUR PERUGIA MEETING...?

We brought the Brain Waves project to life at the Excelsior Theatre in Bettona, just outside Perugia! It was an incredible day filled with presentations, hands-on workshops, and the energy of students, teachers, parents, local authorities, and Erasmus+ representatives. We showcased all the project results, including digital tools and creative outputs made by students during the piloting phase.



Everyone went home with project-themed gadgets and lots of inspiration.

A true celebration of collaboration, inclusion, and digital creativity!



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