

# The Project

The **NANOWARE** project aims to increase awareness of nanotechnology among European science teachers.

# The Idea

This goal will be accomplished through 3 main results:

- Educational Pack with a training curriculum,
- Gamified education through Minecraft worlds.
- A dedicated space to provide a feedback loop among the users.

# THE CONSORTIUM



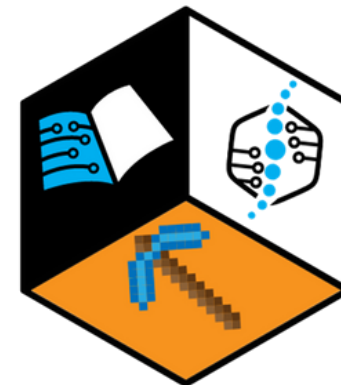
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**NANOWARE**

2021-2-PL01-KA220-SCH-000051200

**INCREASING AWARENESS OF  
NANOTECHNOLOGY AMONG EUROPEAN  
YOUTH & SCIENCE TEACHERS**



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# The background

Although the word nanotechnology is familiar to many high-school students, the subject is not taught widely in European schools. Shortly, the countries that can control nanotechnology will control industry too.

There is a potential for future development of European students by engaging them with nanotechnology at an early school level.

## THE MAIN RESULTS

1

### Nanoware Educational Pack

Comprising the Nanoware curriculum, glossary and online repository, the Nanoware Educators Guide and a Learning Motivation Environment to deliver the training materials to the users.

2

### Nanoware Educational Challenges

A collection of educational challenges in Minecraft and the Nanoware Minecraft world will comprise the resource packs and mods for the educational challenges. Instructional materials and guides for parents and teachers will support Minecraft World.

3

### Nanoware Foundry

A virtual space designed to power a community of adopters and provide a feedback loop mechanism to retain an open channel between partners and the school community.

## The Target Group

- Professionals (teachers) working with children 11-17 years old.
- Children 11 to 17 years old Children's associations and organisations
- Policy makers and educational stakeholders on subjects covered by school curricula.
- Commercial organisations producing serious games and multimedia curricula for educational purposes.
- Universities with pedagogical departments