

**NANOWARE**

# Newsletter 1

**OCTOBER 2022**

## Welcome to NANOWARE!

**NANOWARE – *Increasing Nanotechnology Awareness in European Schools*** an ERASMUS+ funded project led by DigiCULT – has officially begun!

Work on the project kicked off properly following the first official project meeting that took place in September of this year.

The meeting was held in Athens with all partners – representing organisations from Poland, Netherlands, Cyprus, Greece, Turkey and Romania, organized by LEARNING SEED.

Partners took time at this meeting to introduce themselves, discuss project activities and their own roles,

and devise a plan of activities for the coming months, agreeing the specific deliverables to be produced.

Partners discussed also about quality management and dissemination, where agreement was reached to produce a regular newsletter and social media accounts, whose details you can find on the next page below.

Updates on newsletters and project meetings will be posted there, and a website is also under construction under the address below so be sure to follow and watch this space!



## Project Objectives

NANOWARE is an ERASMUS+ funded project that hopes to increase awareness of nanotechnology among European science teachers of secondary education, especially for the purpose of making the school children become aware of developments in nanotechnology, and of the importance of NST to our society and economy and subsequently to their professional career in the future.

It aims to achieve this through several activities over the course of two years:

1. Delivering to the school community an educational package comprising a new curriculum for NST targeting secondary education
2. Creating instructional material and a guide with the help of the teachers to decide upon the contents of the educator's pack in relation to the use and integration of the Nanoware Minecraft World to the teaching setting.
3. Creating a virtual space, the Nanoware Foundry where teachers and other stakeholders can share knowledge and best practices.
4. Implementing the NANOWARE Minecraft world, enriched with resource packs and mods and model inside it the NST related challenges

## Meet the Partners



**Digicult**  
*ICT & Digitalisation of Culture*  
*(Project coordinator)*



**Atermon (NL)** – a Dutch  
company specialising in  
gamification and educational  
technology



**Asociatia Direct**  
Romanian NGO



**HeartHands Solutions (CY)** –  
*a dynamic consultancy*  
*company based in Cyprus*



**Pamukkale University**  
Higher Education Institute



**Learning Seed**  
Greek NGO

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<https://nanoware.erasmusplus.website/>



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