

ABOUT OUR PROJECT

The Problem

Astronomy is rarely taught as a required subject in most countries, and some countries do not include it in their curriculum at all.

Typically, there is a limited focus on astronomy in grade levels 5-9 (age 10-14), covering basic concepts like day and night, seasons, moon phases, planetary orbits, and general information about planets and stars.

AstronoMine seeks to address this gap in astronomy education in EU countries by developing innovative training materials.





The Idea

The field of astronomy plays a crucial role in advancing technology, economy, and society through the development of instruments, processes, and software. This includes advancements like renewable energy sources, medical inventions, and image

AstronoMine aims to introduce and emphasize astronomy as a significant science in fostering STEM skills. By capitalizing on the strong interest of young students in astronomy, the project aims to help them acquire the essential skills needed to contribute to the development of key competences, which are important within the EU.

The Objective

AstronoMine's main objective is the promotion of astronomy in schools through game-based learning, improve the quality of education in the fields of STEM and enhance teachers' digital skills.

The project will produce 2 concrete results:

Read here!

The Teachers' Manual

A comprehensive Manual that will help teachers introduce the topic of astronomy in their classrooms.



AstronoMine World in Minecraft

A dedicated Minecraft world that will introduce many topics of astronomy to

students.





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