

Teachers' perspective on some STEAM/AI oriented European Projects

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Abstract:

In our presentation we will, first, shortly introduce two Erasmus+ projects: the project “LEARN+/MILAGE: Mathematics bLended Augmented Game” and the project “MoMaTrE (Mobile Mathematics Trails in Europe)” and its continuation “MaSCE³ (Math trails in School, Curriculum and Educational Environments in Europe)”, focusing on some of its features that could be closer to AI: gamification, augmented reality, smartphones... for mathematics learning.

Then we will reflect, from the point of view of teachers: more precisely, from the point of view of the large collective of teachers conforming the Spanish Federation of Math Teachers Societies, on how these innovative projects and tools could be actually considered in the standard, daily classroom context. We will describe and evaluate our experiences and on-going work as members of the consortium for the projects.