



« Promoting STEAM Education for Gifted and Talented Learners »

The GIFTLED project is an innovation initiative that focuses on the creation of a digital toolkit that promotes STEAM education and is tailored to the educational method of "learning by design" and employs augmented reality technology. This ambitious two-year effort aims to improve the educational experience of gifted and talented students enrolled in Science, Technology, Engineering, Arts, and Mathematics (STEAM) classes.

GIFTLED seeks to provide a comprehensive range of educational tools to fulfil the needs of gifted and talented STEAM students.

So far, we've created the following resources:

Teachers/Trainers Handbook:

A comprehensive handbook designed to empower educators with insights into giftedness, learning needs, and characteristics of gifted/talented individuals. It also outlines specific teaching methods tailored for this unique group of learners.

Augmented Reality Case Studies Brochure:

An original brochure featuring augmented reality case studies, showcasing real-world examples of how gifted/talented learners and their teachers can leverage augmented reality

What comes next:

Video Series:

A series of ten instructional videos demonstrating how gifted/talented learners and their teachers can effectively utilize specific digital design and augmented reality applications in their learning and teaching activities.

Curriculum for STEAM Education:

An original curriculum explicitly addressing the needs of gifted/talented learners in STEAM disciplines, ensuring a customized and enriching learning path.

e-Learning Platform:

The creation of a cutting-edge e-Learning platform hosting content on digital and augmented reality design applications, providing a valuable resource for educators and learners alike.

Seminars on GIFTLED Method:

Organizing a series of seminars on GIFTLED method to promote gifted/talented STEAM education, aiming to introduce the project's results to stakeholders and foster collaboration.