



## Co-funded by the European Union

## **OBJECTIVES:**

- Create a series of workshops for VET students on "Climate change and protection from natural disasters and especially concentrated on protection from flash floods,"
- Increase the use of STEAM methodology in VET education
- Train the teachers on how to apply STEAM and use Augmented Reality in teaching and learning

Project Start Date 01/11/2022 Project End Date 31/10/2024

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