



Return on Experience - Cyprus

The STEAMER experience was, with no doubt, a very unique one for Cypriot teachers. With the public school system lacking a great amount of creativity, interaction and innovative teaching methodologies, secondary schools were very welcoming to STEAMER project.

Our partnership has produced very innovative resources which have never been seen in secondary school STEAM subjects. From the E-learning Module, to the ER Creation Guide, the ready-to-use Escape Rooms and the ER Generator, the STEAMER tools were nothing short of creative. Our pilot test participants, both students but especially teachers, were impressed with the level of detail given in each ER and its relevance to formal school curricula. The ready-made Escape Rooms were perceived as extremely “hassle-free” by the teachers and also served to motivate them to use the material in class since they did not need to dedicate that much time and/or effort to create them themselves. They wondered: “How have we not worked with ERs before?”

The students testing our ERs were excited with the idea of adopting gamified approaches for learning, especially for these core subjects. One of them testing the “Locked Wine Cellar” ER even suggested that this could also be done with a “Breaking Bad” theme – which is as one of the best tv series for young people - since it was under the Chemistry subject area.

When told about the ER Generator, teachers were especially impressed because they would be given further tools, resources and ideas for carrying out their own ERs in class. The variety of characters, puzzles and synopses were perceived very positively, and we could see a glimpse of hope and excitement among teachers who were given ready-to-use materials that were directly related to their syllabi. The renewed interest observed towards learning during the project’s



implementation was undeniable and empowering. Who doesn't want to learn whilst uncovering the Mona Lisa thief or Evilous Dionysus – the wine cellar thief?

