

As part of the Erasmus+ project "Qualified Generations with STEAM Education", three students and two teachers travelled to Mersin, Turkey. It was a very balanced programme, alternating moments of work with moments of socialising and cultural moments.



For both students and teachers, this mobility programme was a well-used and unforgettable opportunity to practise English, socialise and make new friends, acquire knowledge in STEAM and specific teaching areas, and get to know different cultures.

They were also able to immerse themselves in the culture of this country by visiting the city, monuments, limestone caves and even a boat trip.

We were warmly welcomed by the teachers and students from all the countries involved, starting with a guided tour of the school's facilities (Su Koleji), as well as introductory activities such as archery. This was followed by a presentation by Slovakia, involving the Fibonacci sequence and geometric drawing. Throughout the remaining days, other activities were organised, focusing on our country's activities.



On the second day, the activities prepared by the Portuguese team were presented, consisting of various stations related to the areas of Physics and Chemistry:

- Spectroscope, based on the diffraction that occurs on a CD. With it, the students were able to observe the visible spectrum of sunlight, and, copying the model, they built their own spectroscope;
- Position-time graphs using the graphing calculator and motion sensors, mastering concepts such as position and speed;
- Non-Newtonian fluid from cornstarch and water, which the students were able to try;



- Exothermic chemical reaction, with explosion (and smoke) caused by sucrose in the gums and the oxygen resulting from the combustion reaction of potassium chlorate;
- "Chameleon" reaction, which changed color over time, due to the different oxidation states of manganese throughout the reaction.

All these activities were exciting for students from the various countries, since some were younger or were not in the area of science and technology. And even some teachers showed interest in the activities and were thinking about buying some equipment for their schools.



For the rest of the morning, the students solved several puzzles ("Escape Room") and a puzzle, related to the STEAM areas.

In the afternoon we went to the Mersin Science Centre, where there are various interactive activities demonstrating scientific, technological and environmental phenomena. The students found the earthquake simulation interesting, as well as the presentation on the difficulties experienced by astronauts in space due to the extreme conditions they have to face.



Other activities took place on the remaining days, involving presentations from the other countries involved in the programme.

The third day began with an activity organised by the students from Finland, who set themselves a challenge: to build a model of a bridge using spaghetti, with certain requirements, mainly in terms of size and strength. The task required a lot of teamwork.



The next activity, one of the most fun, was building a LEGO robot, programmed with suitable software to dance to the music.

In the last activity of the morning, the students put physics into practice by projecting a bottle of water into the air, using only air pressure.



The fourth day included a trip aboard a pirate ship sailing the Mediterranean Sea. It was an opportunity to socialise and dance (there was music on board), enjoy the natural beauty of the region and dive into the calm, warm waters of the Mediterranean.

Finally, on the last day of activities, the mobility was evaluated, followed by a cultural moment in which each country shared a little of its culture (typical food, music and dance). There was also some free time to buy souvenirs to take home with them.



The teachers,  
Liseta Ramos  
Margarida Magno