

KIDS IN SPACE

A SCIENCE EDUCATIONAL TOOL

TO HELP PRIMARY SCHOOL TEACHERS IN THEIR CLASSES USING AN IMMERSIVE STORYLINE



The idea is to develop an educational tool which consists of an **app**, **Teacher's manual** and a **Coursebook**.
The students will learn through the **experiments** of the coursebook and will play with **quizzes** and **interactive games** thanks to the app.



By using **Unity** (a game development platform) the app is interactive and simple to be used by teachers and children. It is also a chance to enhance the understanding and the **motivation** for **STEM** fields.



Space exploration is one of the greatest vectors of progress. Therefore, we have to **increase interest in space and sciences**, especially among children and future generations.



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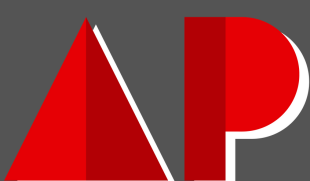
Antwerpen
AP Hogeschool



children
8-12
years old



To be used by
primary school
teachers
with children



<https://kids-in-space.weebly.com/>

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