



TAKE PART AND WIN THE EUROPEAN FOOTBALL STEM PRIZE!

WHAT TO DO

- ▶ Choose one of the teaching units of iStage 3 – Football in Science Teaching: www.science-on-stage.de/iStage3-EN
- ▶ Implement the unit with your students
- ▶ Document the implementation, e.g. a film, a report, a short story, an online exhibition, a podcast/blog

WHO CAN TAKE PART

- ▶ European STEM teachers (Science, Technology, Engineering and Mathematics)

MATCH SCHEDULE

- ▶ **Qualifying:** Registration via www.science-on-stage.de/STEMleague
- ▶ **Preliminary round:** Implementation in the classroom and documentation by 31 May 2017
- ▶ **Semi-final:** A jury will select the best 11 teams who are invited to present their results within the European Code Week in October 2017
- ▶ **Final:** The best three teams present their projects at the European Science on Stage Festival 2019

PRIZES

- ▶ Participation in the European Science on Stage Festival 2019
- ▶ Football and tricots for the students

CONTACT AND FURTHER INFORMATION

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