

**Project:** STEAM the Music  
**Project Acronym:** STEAMus  
**Coordinator:** Tartu Raatuse Kool (EST);  
**Duration:** 01.09.2020 - 30.08.2023

Co-funded by the  
Erasmus+ Programme  
of the European Union



**Partner organization:** Csongrádi Batsányi János Gimnázium és Kollégium (Hungary);  
Comprehensive school Geo Milev (Bulgaria); Istituto Comprensivo Leone Caetani (Italy);  
Szkoła Podstawowa Związku Nauczycielstwa Polskiego (Poland)

**Activity Type:** P01  
**Starting Period:** Sept 2020  
**Deadline:** Nov 2020  
**Description:** Logo contest



## I GENERAL RULES AND REGULATIONS

1. The aim of this contest is to choose the most suitable project graphic sign, which will be used in the official documents.
2. By participating in the contest, participants agree to abide by the rules and conditions as established below.

## II CONTEST RULES

1. Participants of the contest must be the students, individuals/groups of individuals (hereafter “contest participants”) from the countries that are participating in the project.
2. The contest is open for all age groups.
3. One contest participant can submit a number of ideas.
4. Logo Design Features
  - 4.1. The logo should be submitted with a graphical view, the computer programs can be used or it can be drawn. The drawing must be stylized and suitable for the logo.
  - 4.2. Logo can be drawn in one colour or in different colours.
  - 4.3. The graphic sign (logo) can be submitted on the A4 format or in .jpg format.
  - 4.4. General view of the logo must be adaptable in the visual aids and by different technologies.
  - 4.5. The graphic view of the logo must keep its attractiveness when used with no colours and smaller graphic views must contain the main features of recognition.
  - 4.6. If the title of the project or its acronym is used in the logo, it should be written in English and it should create a dynamic completeness together with all symbols.
  - 4.7. The graphic sign (logo) has to be an original creation (created by an individual or group of individuals); it cannot break any laws or rights of third parties, for example, it cannot break any authors rights, patents, trademarks; it cannot break any laws of slander, honour and dignity, as well as privacy, publicity, human rights and it cannot

break any religious, ethnical, racial, national or moral regulations.

4.8. The graphic sign, school's talisman cannot be published earlier and it must be created for this particular contest.

4.9. The contest participant is advised to submit a short description of the sign and the meaning of colours and objects used in the logo.

4.10. The logo should resemble the project's activities and image, it has to be visually attractive, positive, simple and non-vulgar.

### III CONTEST GUIDELINES

1. The contest has two stages.

1.1. Every school partner holds the logo contest and chooses 2 winner logos which should be submitted to the contest organisator Tartu Raatuse School until

1.11.2020. A digital version of the logo version of the logo should be submitted by the e-mail to [rene.leiner@raatuse.tartu.ee](mailto:rene.leiner@raatuse.tartu.ee)

1.2. At least on 4.11.2020 contest organizer sets up the online platform for voting separately for each participating countries and sends it separately to each coordinator. Every partner school decides itself to whom they distribute the voting link. It can be only the persons involved in the project up to the whole school community – students, teachers, parents, friends, supporters, graduates etc.

1.3. The voters cannot vote for the logos of their own country so every country has opportunity to give votes for 10 different logos.

1.4. The voting must be done until 9.11.2020. The winner will be announced on 10.11.2020.

1.5. The final points will be given after every partner schools votings as following:

VERSION 1:

1 st place – 12 points

2 – 10 points

3 – 8 points

4 – 6 points

5 – 4 points

6 – 3 points

7 – 2 points

8 – 1 point

1.6. The winner will be the logo that gets more points than others. If 2 or more logos get the same number of points the winner will be the logo that has been given more 12 points, then more 10 points etc. If the points still are equal the winner will be decided by draw that will take place during November coordinators meeting.

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**Activity Type:** P2  
**Starting Period:** October 2020  
**Description:** STEAM International Music Day

**Materials:**

- Camera
- Video camera
- Large paper sheets
- Drawings
- Pencils
- Felt tip pens

**Instruction:**

- Every partner school celebrates the International Music Day, on 1<sup>st</sup> October 2020 and students make some activities.

**Instructional video:**

**Final products:**

- Videos
- Photos
- Drawings
- Paintings
- Other different activities about the music

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**Activity Type:** P3

**Starting Period:** December 2020

**Description:** STEAM a Jingle Bell

**Materials:**

- 1 Decorative Pipe Cleaner
- 6 Jingle Bells
- 1 Wooden Popsicle / 1 one Wooden Spatula Stick
- Scissors

**Instruction:**

- Use scissors and make a small hole inside the popsicle (alternative: use drill)
- Connect 6 jingle bells with decorative pipe(cleaner)
- Poke the pipe cleaner through the popsicle hole and wrap the pipe cleaner around the stick

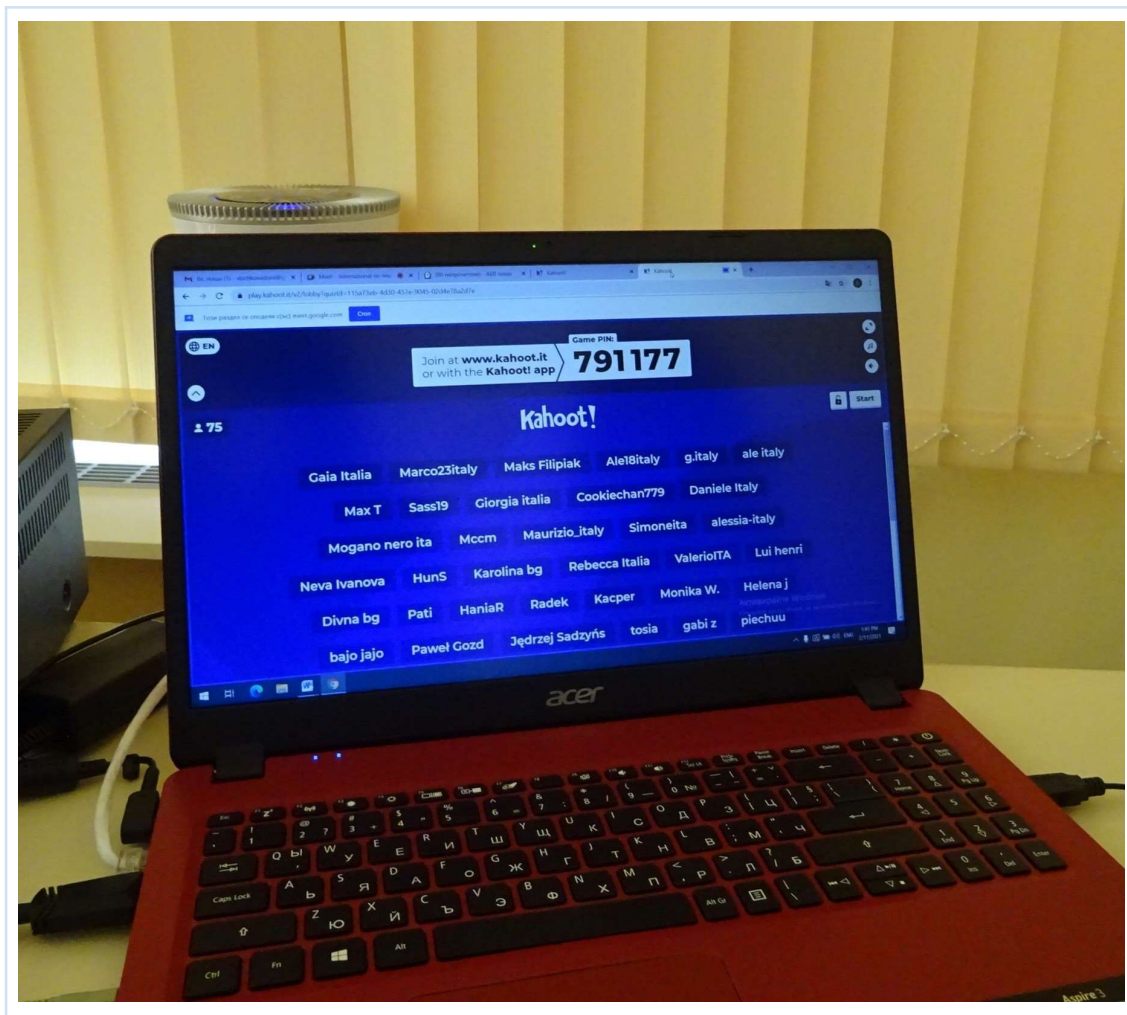
**Instructional video:**

[https://drive.google.com/file/d/1Y\\_tlHC3Et2f8k5tyvKogOvLnwbh-IDOZ/view?usp=sharing](https://drive.google.com/file/d/1Y_tlHC3Et2f8k5tyvKogOvLnwbh-IDOZ/view?usp=sharing)

**End product:**



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<p><b>Activity Type:</b> P4</p> <p><b>Starting Period:</b> February 2021</p> <p><b>Description:</b> “STEAM Quiz” - creating a questionnaire with 5 questions with topic home country science, scientist, technology. Solving the Quiz in Kahoot internationally with live broadcast</p>	
<p><b>Materials:</b></p> <ul style="list-style-type: none"> <li>• 25 questions with topic partners' country science, scientist, technology.</li> <li>• Kahoot app</li> </ul>	
<p><b>Discription:</b></p> <ul style="list-style-type: none"> <li>• Every partner school prepares 5 questions, linked to the its national science, scientist or technology</li> <li>• The questions and answers are sent till 20 January 2021 to the email address of the Bulgarian coordinator : geomilev.pr@abv.bg Dora Vlachkova.</li> <li>• The quiz is solved internationally with live broadcast on 11 February 2021.</li> </ul>	
<p><b>Kahoot quiz link:</b></p> <p><a href="https://create.kahoot.it/share/steamus/115a73eb-4d30-457e-9045-02d4e78a2d7e">https://create.kahoot.it/share/steamus/115a73eb-4d30-457e-9045-02d4e78a2d7e</a></p>	
<p><b>Final product:</b></p>	





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**Activity Type:** P5

**Starting Period:** February 2021

- **Description:** STEAM Mind map – Creating a mind map by digital platform/app “GoConqr”

**Materials:**

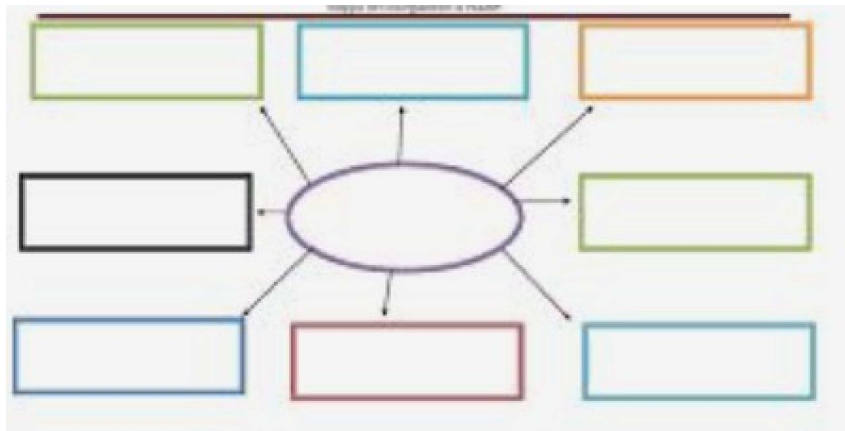
- 1 laptop
- Internet connection
- Digital platform/app “GoConqr”

**Instruction:**

- Every partner school prepares 1 mind map, linked to female scientists by digital platform or app GoConqr.
- The mind map has to be sent to the Estonian Coordinator within February 2021.
- The mind map will be enriched by some pictures.

**Instructional video:**

**Final product:**



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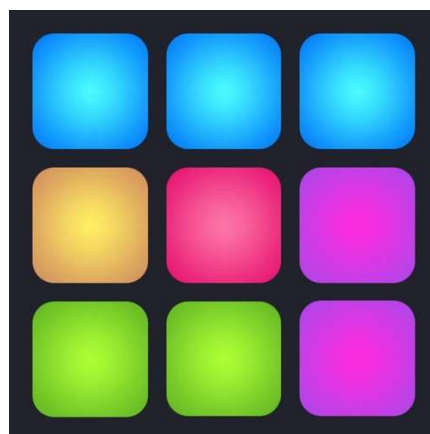
**Partner organization:** Csongrádi Batsányi János Gimnázium és Kollégium (Hungary); Comprehensive school Geo Milev (Bulgaria); Istituto Comprensivo Leone Caetani (Italy); Szkoła Podstawowa Związku Nauczycielstwa Polskiego (Poland)

**Activity Type:** P6

**Starting Period:** May - June 2022

**Deadline:** 15th of June 2022

**Description:** Drum Pad Machine - (Using Drum Pad Machine app to improve rhythmic skills in music area)



**Materials:**

- Smart Device
- Internet
- Speakers/Headphones
- App Store : <https://apps.apple.com/us/app/drum-pad-machine-beat-maker/id1057968965>
- or Google play: <https://play.google.com/store/apps/details?id=com.agminstruments.drumpadmachine&hl=en&gl=US>
- or Up to Down: <https://drum-pad-machine.en.uptodown.com/android>

**Instruction:**

- Download “Drum Pad Machine” app from Appstore or from Google Play or from
- Use different sample functions and record a drum beat loop
- Teachers can use smartphone to record a up to 1 min video about students working progression and share the video fail with Jacek Rózga (email: [rozgaja@tlen.pl](mailto:rozgaja@tlen.pl)) or with Lauri Kõlamets (email: [lauri.kolamets@raatuse.tartu.ee](mailto:lauri.kolamets@raatuse.tartu.ee))

**Lauri’s Instructional video:**

<https://www.youtube.com/watch?v=Av0JmyLtTZ4>  
<https://www.youtube.com/watch?v=MdUfMji-KTg>



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**Activity Type:** P7

**Starting Period:** May 2021

**Description:** STEAMus: “Body Percussion”

Students have to create videos in which they use their bodies to create different sounds.

- using feet stomp
- clapping hands together
- snapping fingers, etc...

**Materials:**

- 1 laptop
- Internet connection
- Video camera

**Instruction:**

- Every partner school records a video about body percussion.
- The video should be approximately 2 minutes long.
- The video or it's link has to be sent to the Estonian Coordinator within May 2021.  
(Upload your video to youtube, and share the link with us.)

Instructional video: -



You can find some sample videos here:

<https://www.youtube.com/watch?v=92gf8dAlhUw>

<https://www.youtube.com/watch?v=lk75qDst8wE>

[https://www.youtube.com/watch?v=fvoE\\_rECuCc](https://www.youtube.com/watch?v=fvoE_rECuCc)

**Final product:** A short music clip/video.

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<p><b>Activity Type:</b> P8</p> <p><b>Starting Period:</b> September 2021</p> <p><b>Deadline:</b> 01. November 2021</p> <p><b>Description:</b> Boomwhackers Challenge</p>	
<p><b>Materials:</b></p> <ul style="list-style-type: none"> <li>• Set (or 2) of Boomwhackers</li> <li>• On possible shop to order: <a href="https://www.thomann.de/de/boomwhackers_bw_set_04_basic_school_set.htm">https://www.thomann.de/de/boomwhackers_bw_set_04_basic_school_set.htm</a></li> </ul>	
<p><b>Instruction:</b></p> <ul style="list-style-type: none"> <li>• Use a set of Boomwhackers and record a video while students are playing the song.</li> <li>• Each partner can choose a song to perform</li> <li>• It can be only melody (monophonic) or multiple voice song (Duophonic, Polyphony)</li> <li>• Or use for backing track youtube instructional video (key words “boomwhackers”; “boomwhackers tutorial”; “boomwhackers play along” etc) or Youtube channel "Boomy Tunes" (<a href="https://www.youtube.com/channel/UCksBL069R5pZdeZE-1IEGrA">https://www.youtube.com/channel/UCksBL069R5pZdeZE-1IEGrA</a> )</li> <li>• Send or share final video on 01st of November 2021 with Lauri (email: <a href="mailto:lauri.kolamets@raatuse.tartu.ee">lauri.kolamets@raatuse.tartu.ee</a>)</li> </ul>	
<p><b>Lauri’s Instructional video:</b> <a href="https://drive.google.com/file/d/1IVmfCzkb5-vjcSDW2XTwEPUXiWX5IA2r/view?usp=sharing">https://drive.google.com/file/d/1IVmfCzkb5-vjcSDW2XTwEPUXiWX5IA2r/view?usp=sharing</a></p>	

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**Activity Type:** P9

**Starting Period:** October 2021

**Deadline:** 01. November 2021

**Description:** Composer Day

**Materials:**

- PPT, Movie Maker, Animaker, Movepic, Powtoon or any other ICT app



**Instruction:**

- Each partner chooses one of their national famous composers
- Students make research about the composer, his/her life and work and collect information
- Students use an ICT app to make 2 min presentation, in style of motion picture
- Each partner shares their final work with the partners via eTwinning, FB page of the project.
- Send the final product to the coordinating team  
(email: [lauri.kolamets@raatuse.tartu.ee](mailto:lauri.kolamets@raatuse.tartu.ee))

For video instructions how to create a motion style presentation:

<https://www.animaker.com/blog/how-to-make-a-video-with-pictures/>

[https://www.youtube.com/watch?v=VWdaxQ-RFuk&ab\\_channel=EmmanuelCrown](https://www.youtube.com/watch?v=VWdaxQ-RFuk&ab_channel=EmmanuelCrown)

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**Activity Type:** P10  
**Starting Period:** April - May 2022  
**Deadline:** 15. May 2022  
**Description:** Sampulator



**Materials:**

- Computer
- Internet
- Speakers/Headphones
- <http://sampulator.com/>

**Instruction:**

- Go to the webpage: <http://sampulator.com/>
- Use your regular computer keyboard to test different samples on the webpage
- press “SHIFT” key to start recording your sample music
- use different samples to create your own personal music piece based on samples
- Teachers can use smartphone to record a up to 1 min video about students working progression and share the video fail with Jacek Rózga (email: [rozgaja@tlen.pl](mailto:rozgaja@tlen.pl)) or with Lauri Kõlamets (email: [lauri.kolamets@raatuse.tartu.ee](mailto:lauri.kolamets@raatuse.tartu.ee))

**Lauri's Instructional video:**

<https://drive.google.com/file/d/1xDId9kOmw4vM8sSt3r7CLW5JZ12tGaR7/view?usp=sharing>

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**Activity Type:** P11

**Starting Period:** October 2022

**Description:** STEAM Scratch

**Materials:**

- Internet connection
- Computer or laptop

**Description/Instruction:**

Scratch <https://scratch.mit.edu/>

- Download the program and keep it permanently on your computer, or use the online possibility.
- Check the online log-in system
- The main idea is to use sounds
- Create a video/song (about 60 seconds long)
- If you don't know how to start with the music notes, go on youtube, and search for the music you want to recreate, and type „on piano” afterwards. And then you will see videos showing the notes you have to use in the program.

/ You can choose a song and make a beat for that. And then make some characters „sprites” move to the music. It's all about your creativity... /

**Check these videos:**

- <https://www.youtube.com/watch?v=YEvVeZUvW6Q>
- [https://www.youtube.com/watch?v=9\\_TgKpYCtFA](https://www.youtube.com/watch?v=9_TgKpYCtFA)
- [https://www.youtube.com/watch?v=H7DWc4\\_6Snw](https://www.youtube.com/watch?v=H7DWc4_6Snw)
- <https://www.youtube.com/watch?v=SgP2FOCZRD4>

**Our students have already made programs like this. You can check out the structure of the programs:**

<https://scratch.mit.edu/projects/737510680> -By Csenge Kulik (River flows in you)

<https://scratch.mit.edu/projects/737510789> -By Zsolt Tóth (Faded)

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**Activity Type:** P12

**Starting Period:** December 2022

**Description:** Coding Periodic Table into music songs

**Materials:**

- Periodic table (for example a) <https://ptable.com/#Properties> b) <https://pubchem.ncbi.nlm.nih.gov/periodic-table/>
- Enter final result into this padlet link under your country name:  
<https://padlet.com/laurikolamets/61dmxccda4amdvy3>

**Description/Instruction:**

- Use periodic table chemical elements symbols and code a famous music song title and author/artist into chemical element numbers.
- For example:

19-53-16-16      9-8-75-23-68  
K I S S      F O Re V Er

**NB!** First, it is useful to sort and set chemical element symbols in alphabetical order



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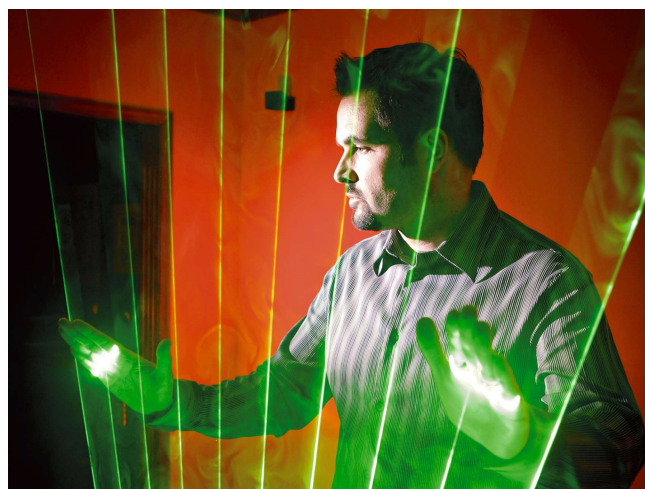
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**Activity Type:** P13  
**Starting Period:** 27.03.2023  
**Deadline:** 14.04.2023  
**Description:** Music STEAMers

**Materials:**

- Computer
- Internet
- Marker
- Printer
- Newspaper



**Instruction:**

- Prepare a poster
- “Music STEAMers” - introducing one national (home country) artist who is using new technology and innovation ideas to create or perform on music field
- Teachers can use smartphone to share the pictures with Jacek Rózga (email: [rozgaja@tlen.pl](mailto:rozgaja@tlen.pl)) or with Lauri Kõlamets (email: [lauri.kolamets@raatuse.tartu.ee](mailto:lauri.kolamets@raatuse.tartu.ee))

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**Activity Type:** P14

**Starting Period:** 17.04.2023

**Deadline:** 30.04.2023

**Description:** Nature in music

**Materials:**

- Computer
- Internet
- Marker
- Printer
- Newspaper



**Instruction:**

- Prepare a poster
- “Nature in music” - small research about animals (living environment, sound producing, wavelength, dB) and trees in music (area, usage type in instruments)
- Teachers can use smartphone to share the pictures with Jacek Rózga (email: [rozgaja@tlen.pl](mailto:rozgaja@tlen.pl)) or with Lauri Kõlamets (email: [lauri.kolamets@raatuse.tartu.ee](mailto:lauri.kolamets@raatuse.tartu.ee))

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**Activity Type:** P15

**Starting Period:** 01.05.2023

**Deadline:** 19.05.2023

**Description:** Castanets

**Materials:**

- Cardboard
- Bottle caps
- Hot glue
- Scissors
- Coloring pen



**Instruction:**

- “Castanets” - students will create a musical instrument - castanets - with everyday materials
- Teachers can use smartphone to share the pictures with Jacek Rózga (email: [rozgaja@tlen.pl](mailto:rozgaja@tlen.pl)) or with Lauri Kõlamets (email: [lauri.kolamets@raatuse.tartu.ee](mailto:lauri.kolamets@raatuse.tartu.ee))

**Instructional video:** <https://www.youtube.com/watch?v=NLII7scvIuM>