Association for European education and mobility AMETA

Who we are?

Nonprofit and non-governmental association of citizens, which promotes and supports educational processes in society through organization of workshops and trainings for students, young people and adults, applying innovative approaches, positive practices and experiences, collaborating with European and international institutions in the fields of education, environment, sport, and culture.

The Team

Composed by a motivated and dynamic team, it is an organisation focused on the development of training and education activities, but also specialised in consultancy services for project management, from design to implementation.

Our mission is to: educate, research, analyze and initiate actions, create, coordinate and manage European projects that will influence and contribute to the development of education, science, environment, culture and social life.

Through the education, training and cooperation with international educational institutions our activities are focusing on:

- strengthening personal, social, linguistic and professional development.
- initiatives and development projects related to many aspects of European co-operation, including issues such as labor market, (non) employment, youth, gender equality, vocational guidance, internships, transversal skills, interculturalism entrepreneurship.
- promoting and enhancing digital inclusion, digital competences in non-formal education, future job skills, adult education and digital skills.
- developing professional and leadership skills among young citizens.
- promoting non-formal education and encouraging the creation of youth support systems at national and international level.

Key members

The core members of The Association for European education and mobility AMETA are experienced persons, educators, who gained their experiences through collaboration with teachers and schools, associations and relevant institutions, persons who have constantly personal and professional development.

All the members of AMETA are dynamic, constructive, innovative, ready to take initiative, team workers, standing for creative and critical part in developing society, improving communities, and promoting citizen participation.

Our Location

Skopje

Republic of North Macedonia

Experience in the field of STEAM

newWERD

The project proposal addressed to the field specific priority to strengthen the profile of the teaching profession, dealing with complex classroom realities and adoption of new methods and tools. Besides teaching knowledge in classroom, the project suggests teachers making students become creative, motivate them and teach them how to include and use science, mathematics and technology in real-life situations.

E-I-STEAM

Project developed a Booklet/Toolkit with infographics in different subjects. Math, Biology, Physics, and Chemistry teachers designed infographics which present challenging topics for the students and provide visual materials to better comprehend the matter in these subjects. The infographics with their respective Descriptions and Lesson plans are a very useful tool for teachers around Europe.

STEM Labyrinth

Project develop innovative STEM Labyrinth Method and design Mobile App, to create a transformative educational experience for high school students. The real-world problem scenarios will empower students for higher order thinking and problem solving, preparing them to be competent and ready for the careers in fast moving digital world.

Experience in the field of Digital Competences

"QR codes - The mystery lies in coding and decoding"

in which QR codes and augmented reality are used in the classroom as tools to motivate students to learn through technology. The creation of QR codes proves to be an effective way to engage students in research and active participation during the lessons.

Digital Inclusion

Transformation and Internationalization of schools is a project in which we exchange good practices related to the use of digital tools for improvement of the knowledge of students with disabilities. Different national and international projects are used as a base for development of learning plans with specific objectives for this group of students.

With ETRe

project we are creating a framework of digital competences and a set of characteristics that a digital tools repository, used in an educational context, should have, as well as exploring the importance and the add-on value of the available open source tools (cloud: communication, collaboration, storage, planning, etc.) in cases where there is a specific educational or technical need or cases where tools are able to work in parallel, integrated into a common collaborative platform.

Digital Paideia

which encourages teachers to use different Web 2.0 tools in planning and implementing the educational process. Besides the common software's and tools, the teachers are encouraged to develop lessons and scenarios using Wiki knowledge, YouTube and TED videos, blogs, video blog, podcast, Pinterest, Twitter, Facebook, Instagram, etc.

Experience in the field of EU citizenship and Social Inclusion

Students Exploring the Non-formal education to Become Aware European Citizens

project promotes raising awareness of the cultural heritage and values of the EU, its structure and governing institutions. Through workshops and presentations, students learn about globalization, EU citizenship, the common values, and principles of the European Union.

Cultural and Social Inclusion of students in Europe - (CSI Europe)

is a project which intends to promote and value inclusion, as well as to provide support to all students to participate in school and recreational activities. Because not every child has the equal opportunity as the others, our need refers to strengthening the profile of the teachers to acquire skills and knowledge about the social inclusion, and at the same time to have the capacity to respond to the increasing cultural, ethnic, economic and developmental diversity in the communities.

DEVCULT - Developing cultural bonds between the European citizens and refugees

The project includes development of intellectual outputs in the form of Guidelines and Guidebooks with specific methodology to be used in the classroom with students from all over Europe and beyond, and a structured course for teachers to implement activities for social and cultural inclusion.

Experience in the field of Key Competences (Math and Science)

MATH-Labyrinth

MATH-Labyrinth - motivating students in mathematics through new innovative methods. This project developed new methodologies in learning and teaching mathematics to students of age 14-18 which can be used in any school environment. The aims of the project were to get the students motivated about learning math with real-life math problems, encourage them to be critical thinkers and problem solvers.

Solving Medical Mysteries with Math

"Solving Medical Mysteries with Math" is a project in which teachers in Math, Science, Sport, and Art provide a supportive and stimulating environment for mathematic innovation and education for our students, and by an interdisciplinary approach they contribute to the health and well-being of the students.

Schools Challenge for Forensic Science

With the project "Schools Challenge for Forensic Science", we tended to empower the students with knowledge, skills and positive attitudes towards the everyday life solutions, and make them prepared for the challenges of the fast-moving world.

THANKS!

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