

# STEAM & Sports

## Newsletter

### Turning sport into learning: the STEAM and Sports Teaching Guide

What if sport could help students understand science, mathematics, and health in a more engaging way? The STEAM and Sports Teaching Guide shows how teachers can connect movement with learning, making lessons more active, practical, and meaningful.

**[www.steamandsports.eu](http://www.steamandsports.eu)**  
**Instagram: @steam\_sport\_ka**  
**X: @steam\_sport\_KA**  
**Facebook: @steamsportka**  
**YouTube Channel: @steam\_sport**



Co-funded by  
the European Union

The guide provides a simple structure for designing lessons. Teachers start by linking a STEAM concept to a sport or health topic, turn this connection into a real-world question, and then choose an activity such as an experiment, a design task, or data analysis.

In addition, the guide includes a collection of ready-to-use lesson plans. These lessons explore topics such as movement analysis, sports performance, nutrition, and equipment design, and can be adapted to different age groups and subjects.

By using sport as a learning context, students stay engaged, develop critical thinking skills, and see how STEAM subjects relate to everyday life.

The Teaching Guide and lesson materials are available online and can be freely used and adapted by teachers and schools.

Find out more or download the guide here:  
[steamandsports.eu](https://steamandsports.eu)



Co-funded by  
the European Union