

# STEAM & Sports



## Teaching guide

### Why?

Sports stand for movement, technology, design, creativity, and numbers. All these elements come together to make learning active, engaging, and fun.

### Who?

- Primary & secondary school teachers.
- PE & STEAM educators.
- School leaders & curriculum developers.

### What is it?

A guide that connects Science, Technology, Engineering, Arts & Math with sports.

### What you'll get

- Theoretical background
- 14 ready-to-use lesson plans
- Practical activities
- Assessment & inclusion tips



*Access the lessons online  
scan the QR code!*