Context

Main objective of the project	Innovation
Project Title	Mathematics of the Future: Understanding and Application of Mathematics with the help of Technology
Project Acronym	FutureMath
Project Start Date (yyyy-mm-dd)	2020-11-01
Project Total Duration	24 months
Project End Date (yyyy-mm-dd)	2022-10-31
National Agency of the Applicant Organisation	RS01 Fondacija Tempus
Language used to fill in the form	English

For further details about the available Erasmus+ National Agencies, please consult the following page:

https://ec.europa.eu/programmes/erasmus-plus/contact

Project Summary

Please provide a short summary of your project. Please recall that this section (or part of it) may be used by the European Commission, Executive Agency or National Agencies in their publications. It will also feed the Erasmus+ Project Results Platform.

Be concise and clear and mention at least the following elements: context/background of project; objectives of your project; number and profile of participants; description of activities; methodology to be used in carrying out the project; a short description of the results and impact envisaged and finally the potential longer term benefits. The summary will be publicly available in case your project is awarded.

In view of further publication on the Erasmus+ Project Results Platform, please also be aware that a comprehensive public summary of project results will be requested at report stage(s). Final payment provisions in the contract will be linked to the availability of such summary.

Knowledge and skills must keep up with the rapid changes in today's world. Basic knowledge and skills of great complexity are crucially important for the inclusion of the citizens as active members of the society. The development of modern society is based on the knowledge and skills acquired during the education process which is important for the individual and for society, in general.
FutureMath project is addressed to solve backwardness of technology and pragmatic educational methods of the educational institutions. FutureMath project aims
• to improve professional competences and to support innovation in the teachers' system of training through pedagogical solutions and innovative practices based on the new computer and multimedia technologies
• to provide tools and methodologies to facilitate the acquisition of the mathematical competence by introducing advanced technological tools in the teaching of Mathematics and its application.
• to develop skills which can be used in order to contribute to a cohesive society, in particular to increase opportunities for learning mobility and through strengthened cooperation between the world of education and training and the world of work, formulating and solving complex problems autonomously, consciously and constructively.
FutureMath project aims to expand and modernize teaching and learning methods used in the field of mathematics and mathematics-based sciences through modernization of Calculus courses with STEAM principles. Based on the experience of using technology before and during Covid-19 crisis, the project tends to expand the knowledge base and implementations to other mathematics and mathematics-based courses. Multidisciplinary approaches in the development of mathematics courses using STEAM principles will enhance employability and improve students’ career prospects.
The participants of the project have great experiences in mathematics education in new technology environment and are willing to use their previous experiences in STEAM to develop STEAM methodology and technology for mathematics course at university level. The participants of the project got experiences in teaching during the Covid-19 period, “stay at home”, and decided to improve distance and face to face learning using STEAM principles.
There are five intellectual outputs of project:
• Analysis report on state of art in using technologies to support teaching in Mathematics after Covid-19 crisis