



Erasmus+



PROJECTES  
D'INNOVACIÓ  
I INCLUSIÓ  
EDUCATIVA



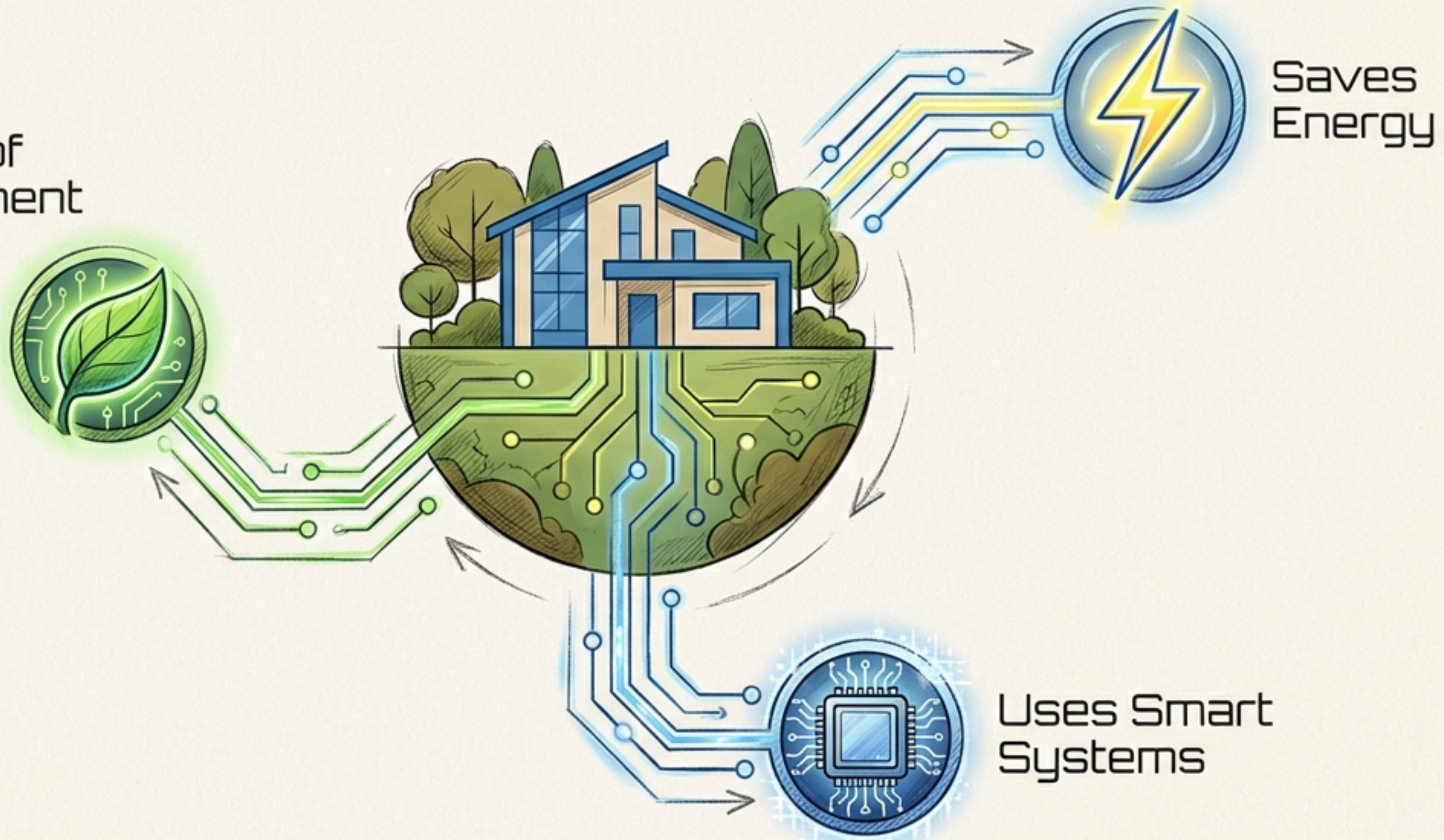
# BUILDING A SUSTAINABLE SMART HOUSE

## A STEAM LEARNING ADVENTURE



# 1. What is a Sustainable House?

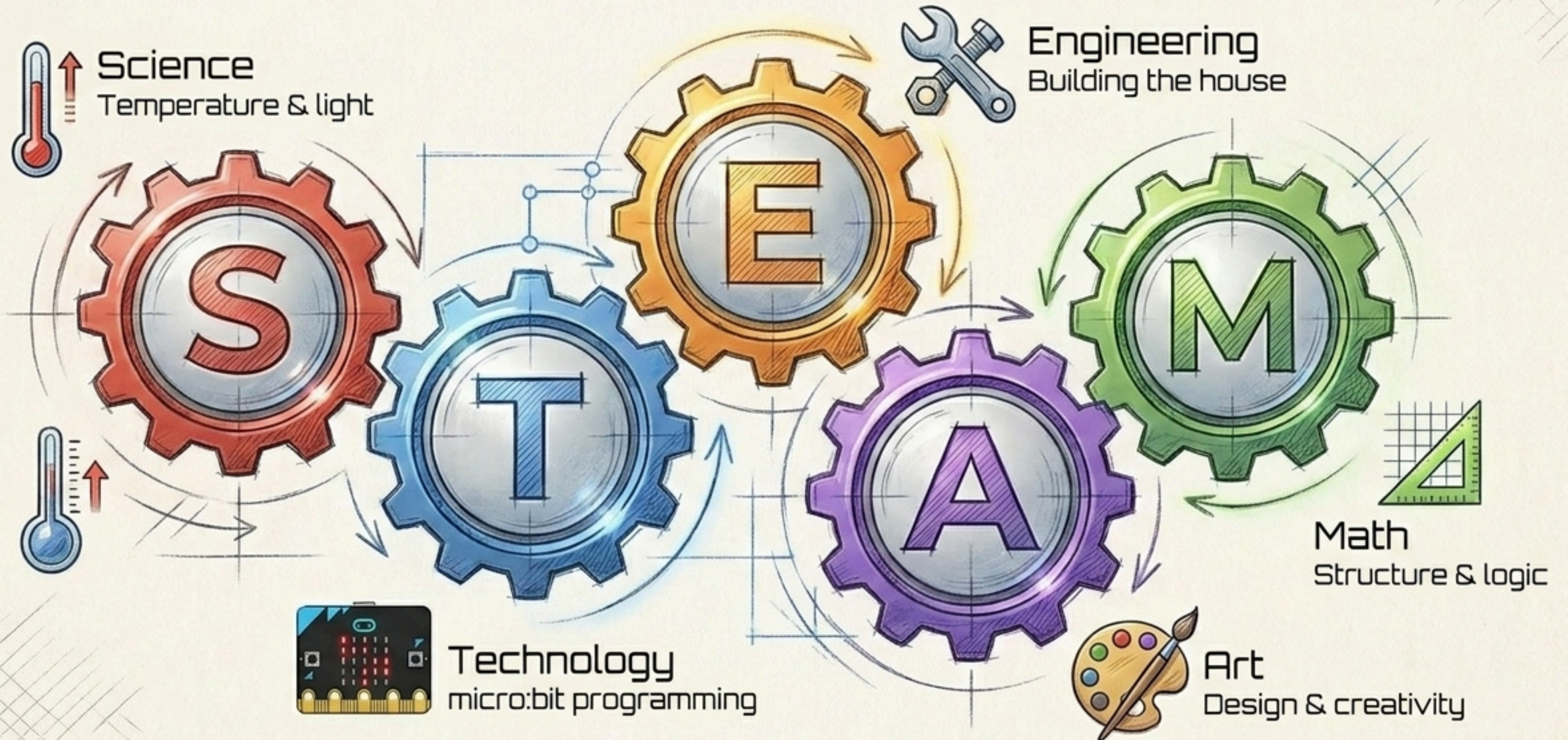
Takes care of  
the environment



Saves  
Energy

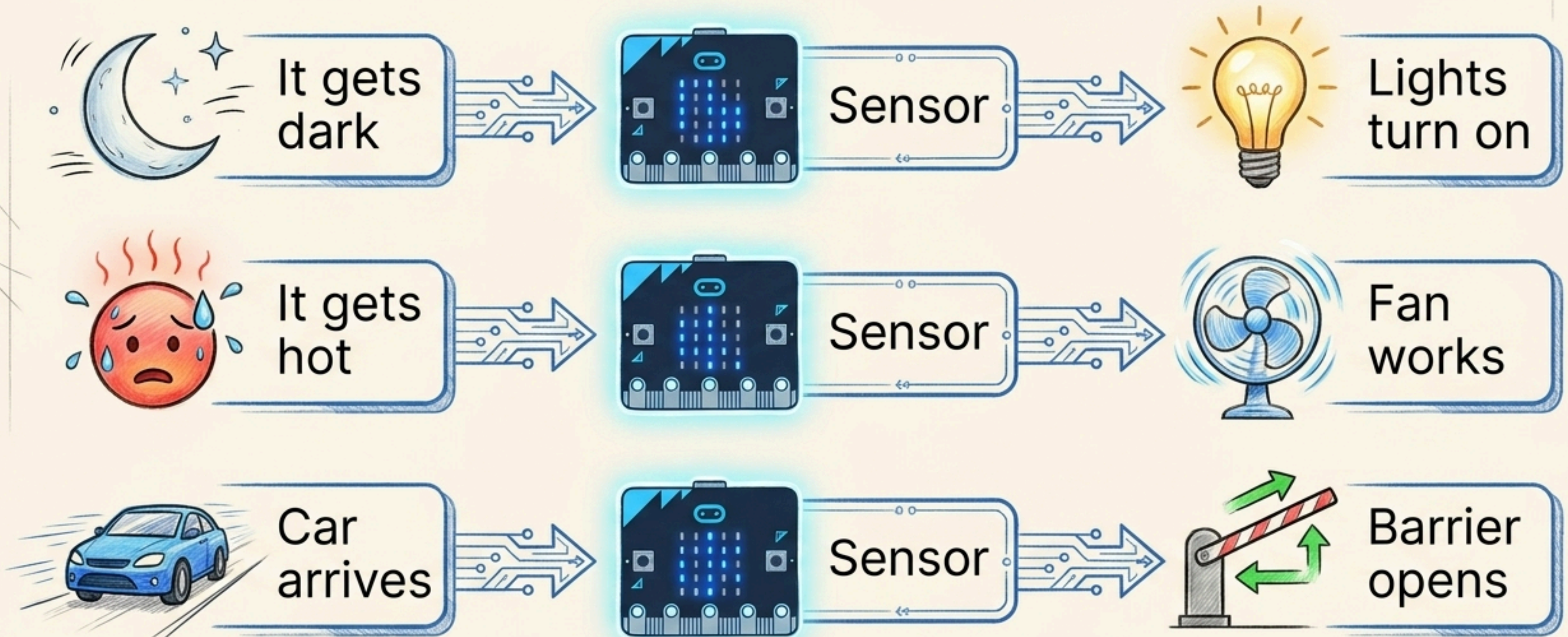
Uses Smart  
Systems

## 2. What is STEAM?



# 3. What is a Smart House?

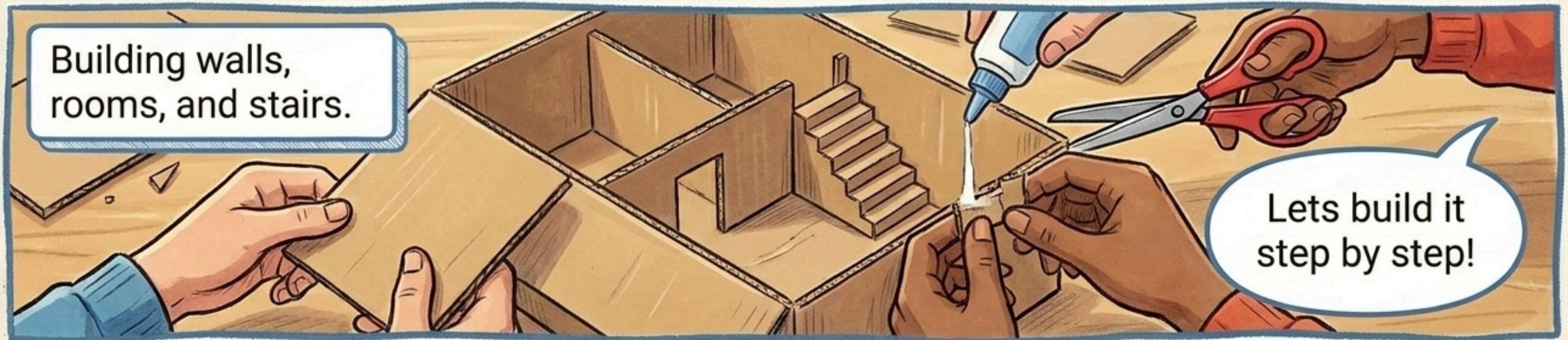
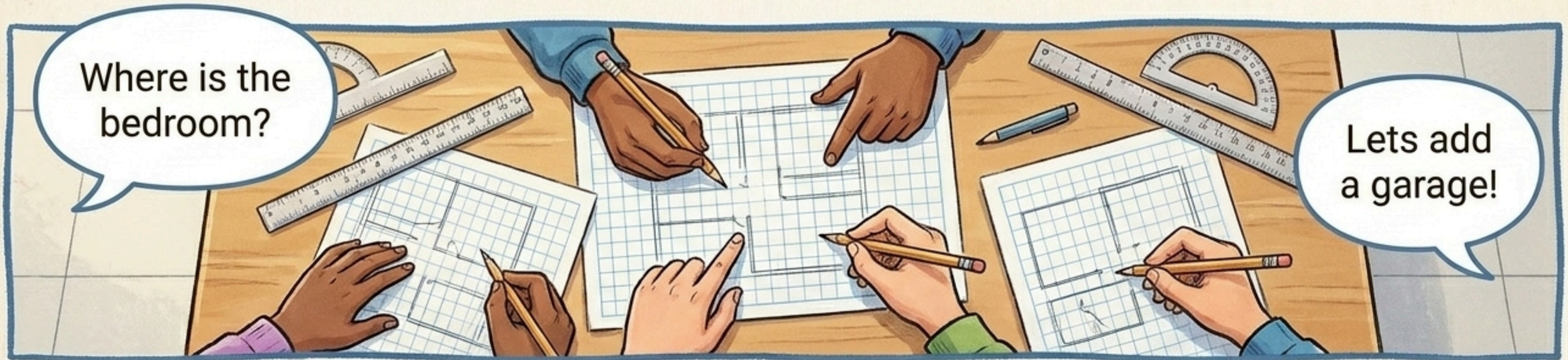
A house that **reacts** automatically.



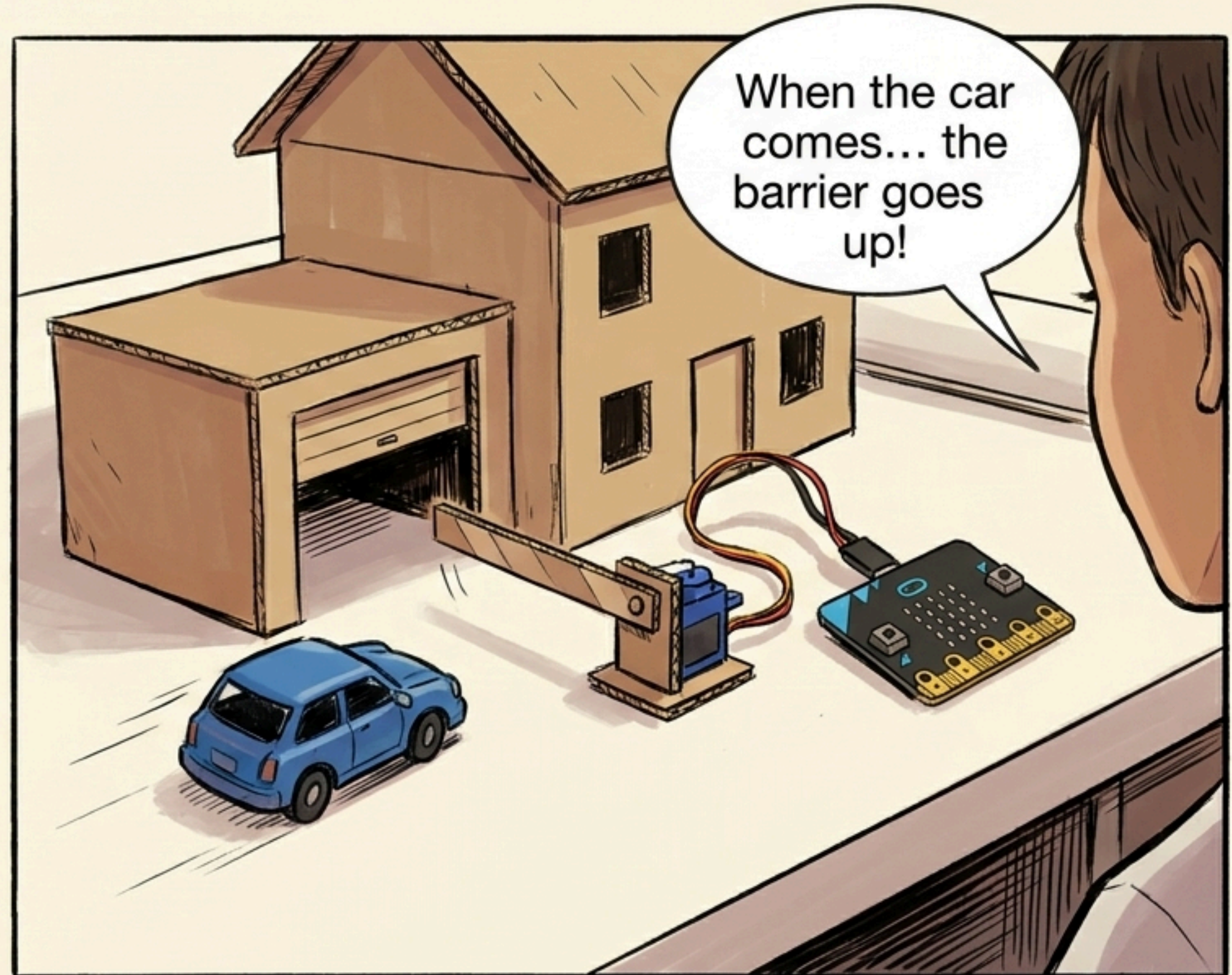
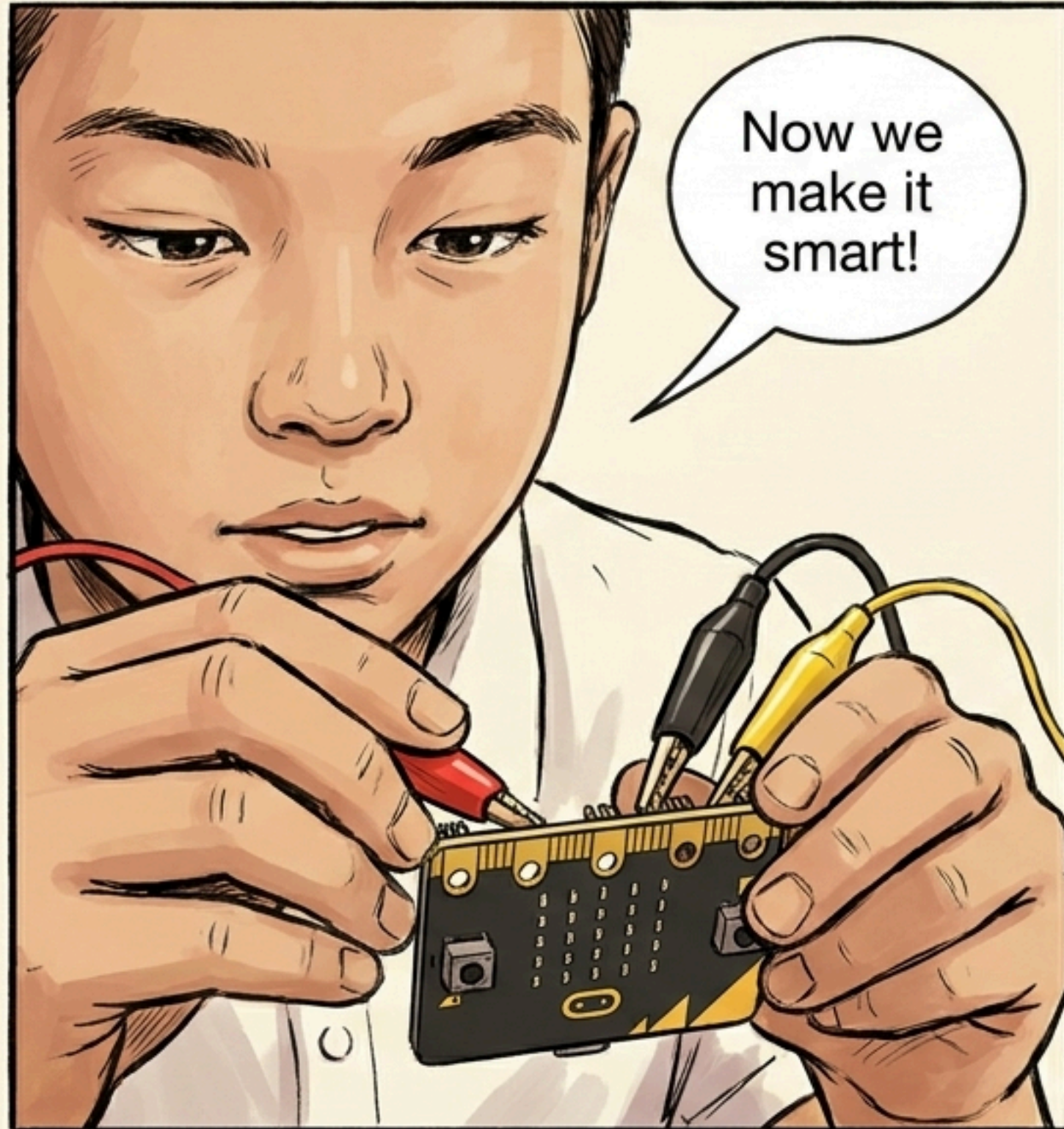
# 4. Practice Phase: Building the Foundation



# 5. Building the House Structure



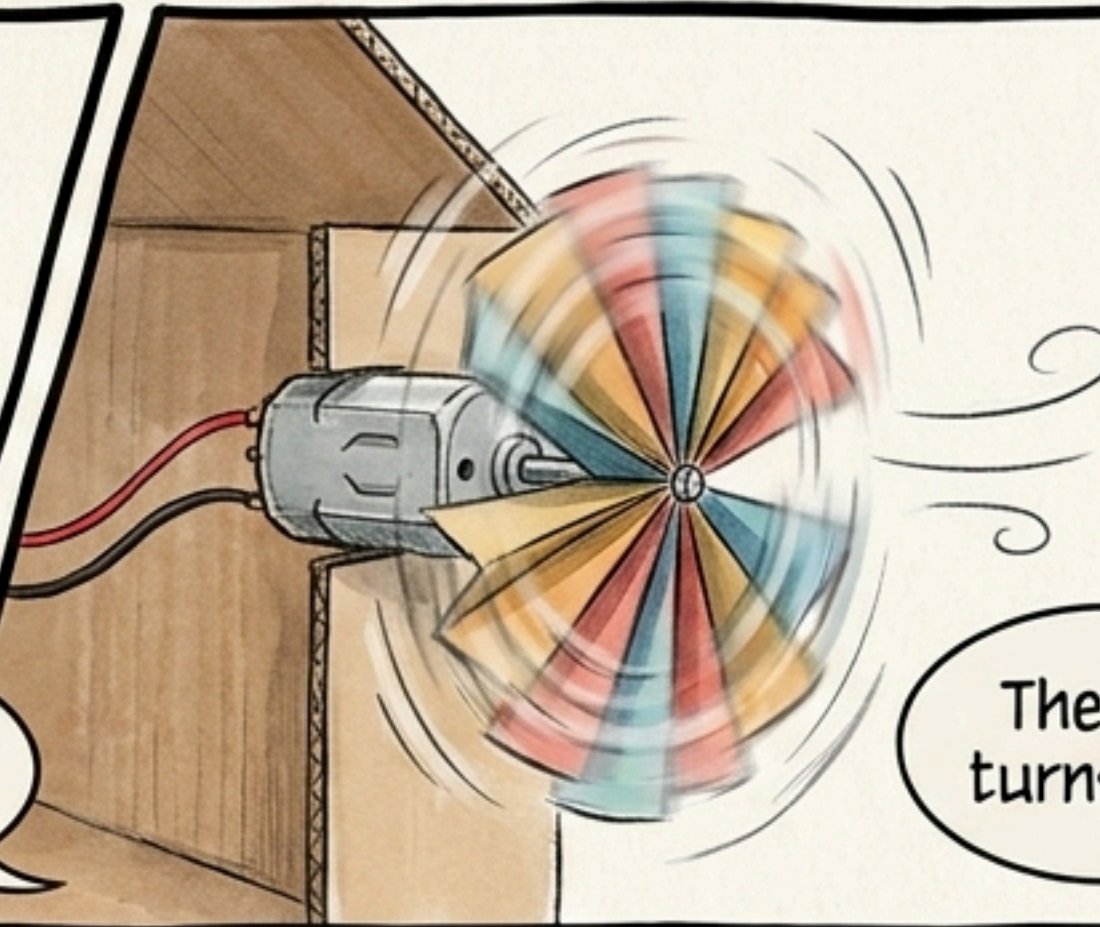
# 6. Programming the Smart Features



Panel 7



It is hot!



The fan turns on!

Panel 8

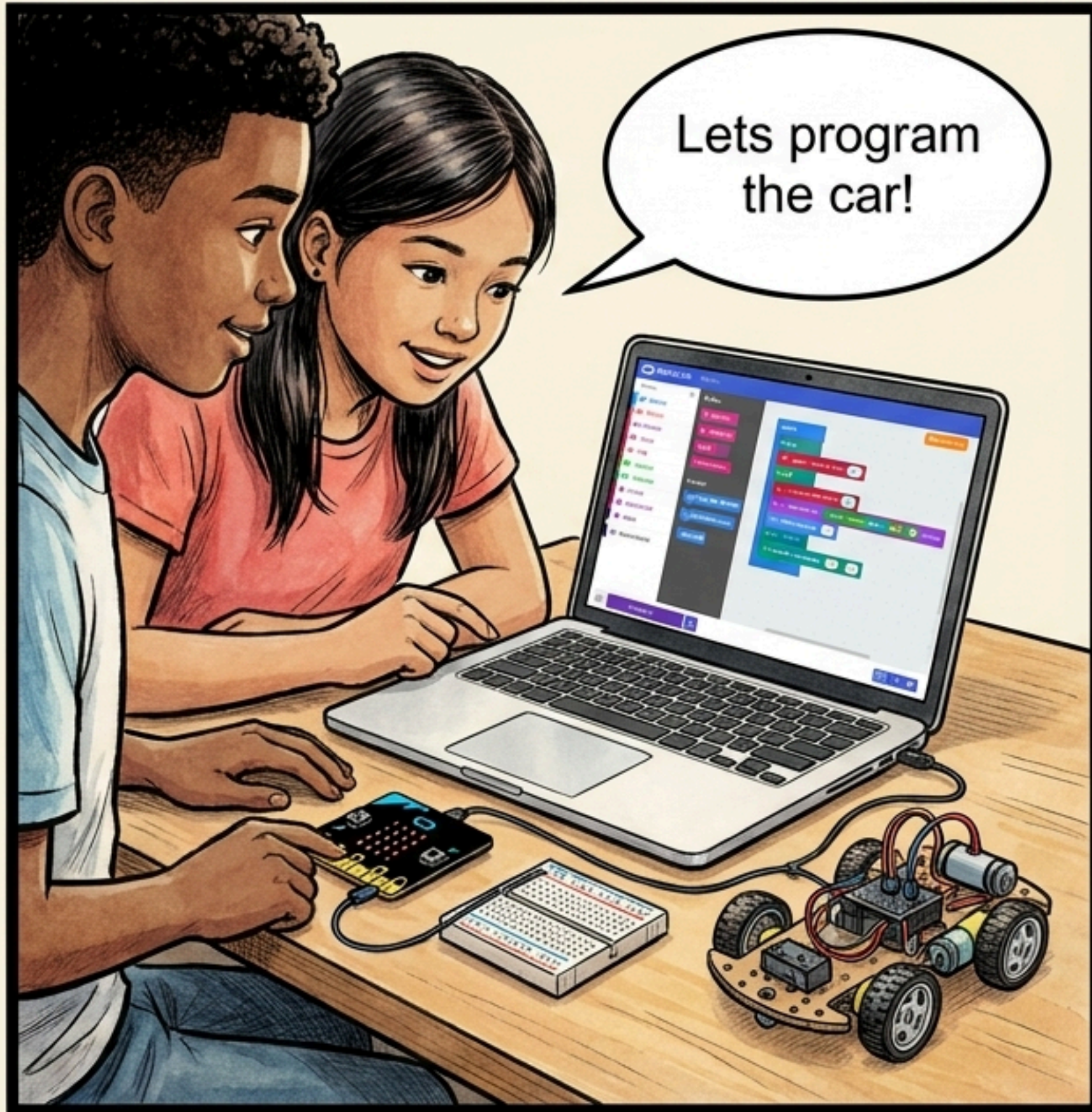
Its dark...



The lights turn on!



Panel 9



Panel 10





Panel 11



Panel 12

# Beyond the Box: Educational Value



## Competency & Inclusion

Fosters digital skills, teamwork, and shares innovative practices across Europe. Aligns with SDGs 7, 11, and 13.



## Nature, Art & Sustainability

Connects classroom tech with real-world energy efficiency. Fulfills the creating roots for the future school project mandate.



## Active Learning

Drives high motivation, hands-on computational thinking, and autonomous problem-solving through a real-world challenge.