



## SECOND SURVEY ON STEAM INTEREST

1. Did you like to take part in the SALUS project? *(Tick only one box)*

Yes

No

2. Now, at the end of the SALUS program, are you more interested than before in “STEAM” subjects?  
*(Tick only one box)*

Yes

No

3. How were the subjects you studied in this project? *(Tick only one box)*

Very interesting

Quite interesting

Interesting

Uninteresting

4. Did you notice more boys or more girls interested in these subjects? *(Tick only one box)*

More boys

More girls

5. How much did you appreciate the activities you were involved in, at school, for this project?  
*(Tick only one box)*

Strongly

Very much

A lot

Sufficiently

A little

6. How much did you appreciate the products made during the activities of this project?  
*(Tick only one box)*

Strongly

Very much

A lot

Sufficiently

A little

7. Do you think that mobilities in the partner countries were a positive experience to increase your knowledge about STEAM? *(Tick only one box)*

Yes

No

8. What knowledge did you improve through the activities made during this project?  
*(Tick one or more boxes)*

a. Knowledge of STEAM topics

☐

b. Knowledge of other cultures

☐

c. Knowledge of another country's education system

☐

d. Knowledge of the customs and traditions of a country to visit

☐

e. Learning activities with new methodologies

☐

f. Creation of a logo

☐



9. What skills did you improved through the activities made during this project?

(Tick one or more boxes)

a. Socialization ☐

b. Working on Twinspace (e-Twinning) ☐

c. Working in small groups to conduct several research projects on STEAM ☐

d. Achieving successful language skills through peer interaction ☐

e. Acquiring integrated skills about the common element: the sea ☐

f. Collaborating with female students in the study of STEAM with a view to future employment ☐

g. Raising awareness of interdisciplinary relationships between science, technology, engineering, arts and mathematics ☐

h. Developing creativity skills, critical thinking, cooperative problem solving, learning by doing, entrepreneurial competence. ☐

DATE: \_\_\_\_/11/2022

STUDENT'S SIGNATURE

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