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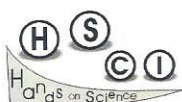
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The two-phase project evaluation is being applied and already showed a poor previous contact, interest and knowledge about ponds as well as negative attitudes towards biodiversity that this project aims to change.

Keywords. Conservation, evaluation, informal education ponds.



How Illegal Capture of Glass Eel (*Anguilla anguilla*) Affect Biodiversity in Tagus River

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Abstract. *The eel is a catadromous fish that grows in rivers and spawns in the sea. Every year, between November and the end of March, when glass eels migrate up river, illegal nets catch them in the Tagus River (downstream of the estuary, in Portugal). Every day, authorities organise policing actions to capture illegal nets placed in river specifically intended to capture glass eels. Usually, the seized nets are filled with glass eels and other species, since the net is very narrow (1-2 mm); it therefore captures everything. The mortality rate caused by these is huge and affects the eel's preservation and the river's biodiversity.*

Keywords. Eel, glass eel, illegal nets, policing actions, biodiversity, Tagus river.



Hands-on-Science in the "European Research Game" Project

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Abstract. *Present day teaching and learning paradigms acknowledge proactive and curiosity driven attitudes as crucial for the development of competences at cognitive, intrapersonal and interpersonal levels. Skills for the 21st century often refer non-cognitive skills as fundamental, such as critical thinking, problem solving, collaboration, effective communication, motivation, persistence and learning to learn. Projects such as the European Research Game (ERG) were developed to fulfil such need. ERG is a European project developed under partnership between Italy, Portugal, Turkey, Germany and the UK. It aims to engage students in the methodology of scientific research through an Internet-based Serious Game.*

The game was divided in two phases, the first consisting of a hands-on-science approach with an experimental project and the second an online competition. The experimental project was developed within the field of Biodiversity and supervised by the mentor (played the teacher). This project required the application of the scientific method, namely the identification of a research question and the ways to reach answers. The project results were communicated and shared on the project platform with the other participants, in English, using video, a poster, or any other suitable means.

A total of 35 teams from 8 European countries participated in the Game, of which 14 teams and close to 100 students from Portugal, aged between 11 and 18.

The teams were given freewill to implement any experiment to apply the principles of the scientific method. The University of Aveiro project team in collaboration with the science centre Fábrica Centro de Ciência