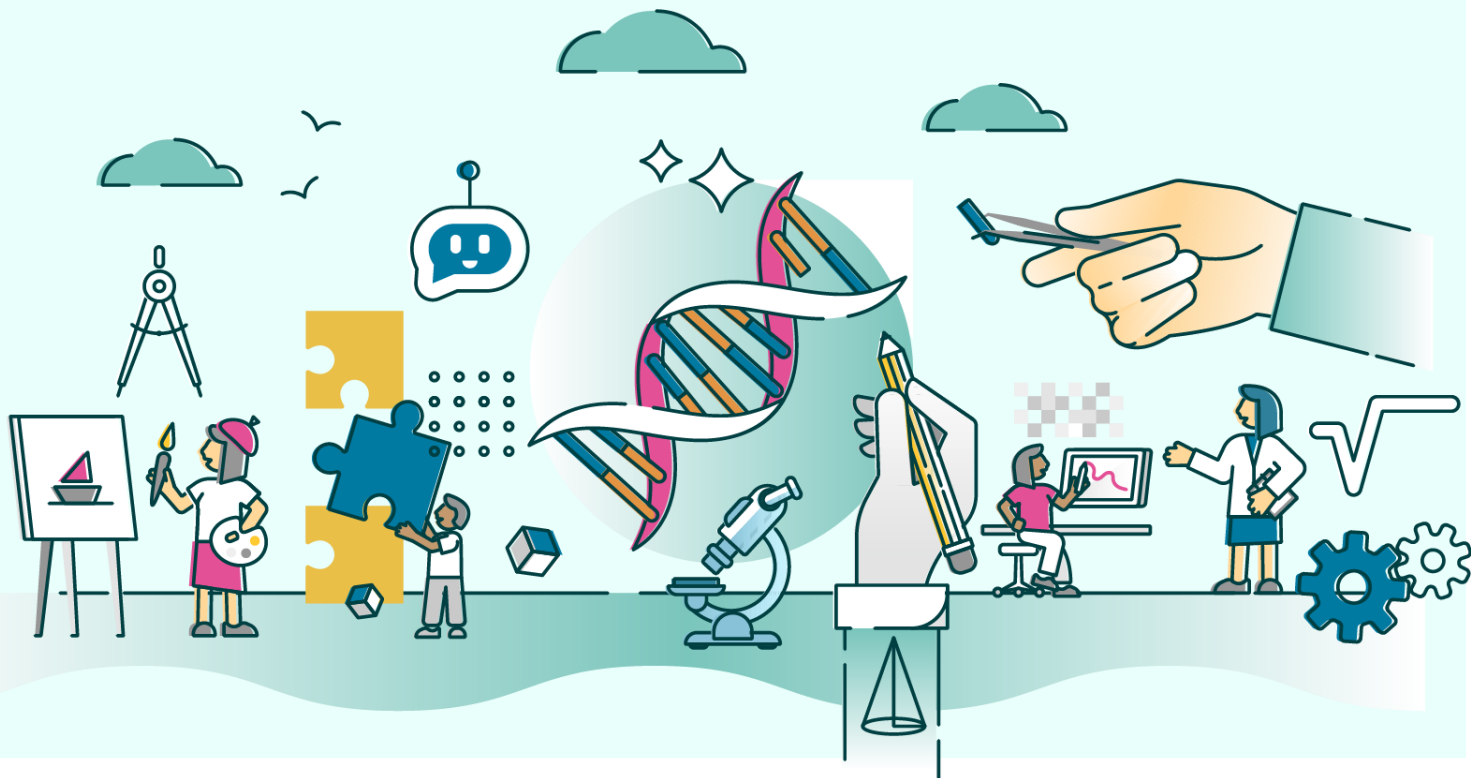




Newsletter 1



Towards An Inclusive STEAM Programme For ALL

Project scope

Acknowledging the importance of STEAM education for meeting the demands of today's knowledge-based economy, the STEAM4All project focuses on developing an interdisciplinary STEAM program to empower and actively engage *students, teachers, school leaders, school staff, and school communities* to apply STEAM activities, robotics, and digital tools to develop crucial 21st-century skills for students, such as digital skills, critical thinking, creativity, problem-solving, self-esteem, and collaboration.

Also, to contribute to the EU's agenda priority of inclusive education, the material developed within the project aims to support students with fewer opportunities, equip them with skills to grow and improve their situation, and evolve job opportunities in the STEAM field in the future.

Project results

1. A Toolkit for Learners with evidence-based research on STEAM education and ready-to-use material for teachers and students.
2. An e-Learning platform and blended learning modules to encourage access and use of STEAM resources.
3. A Guide for Educators with reading material, research STEAM reports, and good practices in school education.

Kick-off meeting

The consortium joined forces on September 26th and 27th in Athens, where the project was officially launched. Dukas schools hosted the

two-day meeting at their premises with at least one representative from each partner organisation (University of Groningen, CARDET, Europa Media, Primary school of Egkomi, and, The Rural Hub). Partners discussed the project's progress and laid the foundation for the upcoming actions. The face-to-face interaction was also a great bonding opportunity after nearly two years of the pandemic.



Toolkit for Learners

For the last four months, partners have been developing the "Toolkit for Learners." Based on the guidelines provided by Dukas schools

and CARDET, the consortium has conducted national research to identify the needs in STEM education and interviews with experts in the STEM field to gain valuable knowledge on the topic to set the theoretical framework. Following the principles of STEAM education, lesson plans, experiential workshops, and activities for thematic school days will support educators in engaging students in hands-on STEAM experiences. The Toolkit will be available on the project's e-learning platform soon.

What's next?

In-service teachers in Netherlands, Cyprus, Greece, Hungary, and Ireland will be introduced to and implement the material in primary and secondary schools.

Social media

Follow the project on Facebook:

<https://www.facebook.com/steam4allproject>

Partner organisations

