STEAME

Guidelines for Developing and Implementing STEAME Schools

The project STEAME is approved and funded by the European Commission under ERASMUS+ KA2 and runs between 1 November 2019 until 31 October 2021. Education from the end of the 20th century to the present seems to follow a different path from traditional methods as it is inextricably linked to the economic, social, political and cultural developments taking place globally. By recognizing that today's education system cannot follow change and try to meet the demands of a globalized society, it is constantly undergoing reforming education programs by introducing and applying innovative teaching methods and practices. The educational policies of the EU member states, through innovations, aim at developing and cultivating critical thinking, teamwork, knowledge building, technological literacy, and basic skills that pupils have to have in order to adapt themselves to modern challenges. STEM training is considered to be a driving force for developing important aspects of life and the economy, as well as preparing students for the future. The pace of global change is so fast that tomorrow's jobs have not yet been invented or defined. Over the last 20 years, technology has completely transformed the global scene. Given this rate of change, the education system can only assume what will be created over the next 20 years. Therefore, education should not revolve around learning information but also developing skills and character that allow students to adapt to an uncertain world but specifically to a dynamically changing world. In the recent years, the creation of a STEAM school was an important step towards the necessary educational redesign.

In this project we intend to develop a prototype school structure design with suggested dynamic curriculum, activities, learning plans and methods, developing also a training course for training teachers on how they can work effectively and productively under a STEAME school covering the full spectra of EU priorities "Science, Technology, Engineering, Arts, Mathematics and Entrepreneurship".

Without Entrepreneurial skills it is not possible to innovate and expect impact to life and this is missing from the current definitions of STEAM activities. Therefore, **STEAME** Schools is a new educational approach that uses **science, technology, engineering, arts, mathematics and entrepreneuship** as a reference point for guiding student research, dialogue, critical thinking and entrepreneurial mind set. The STEAME framework takes STEAM to the next level, enriching it with creativity, criticism, research and innovation and skills related to entrepreneurship with introduction to technology transfer into the economy for better life.

The STEAME School model should ensure the interdisciplinary approach of its topics, incorporating a multifaceted exploration and study of a subject that ensures transferable knowledge and its applications. The cross-thematic approach helps build a more holistic understanding of how the world really works and motivates students to find solutions to the challenges.

The project began on 1 November 2019 and has 24 months duration. The coordinating organization is the Cyprus Mathematical Society and partners include:
Pedagogical Institute of the Ministry of Education and Culture of Cyprus, Pedagogical University of Krakow, Poland, Prof. Ivan Apostolov Private English Language School, Bulgaria, Institute of Accelerating Systems and Applications, Greece, Douka Palladio Lykeion, Doukas Education, Greece, ITC Pacle Morante Limbiate, Italy.
If interested follow up the development of the project through, www.steame.eu or write to projects@cms.org.cy.