



"Guidelines for Developing and Implementing STEAME Schools"

[www.steame.eu](http://www.steame.eu)

# Newsletter

December 2020

3rd Issue



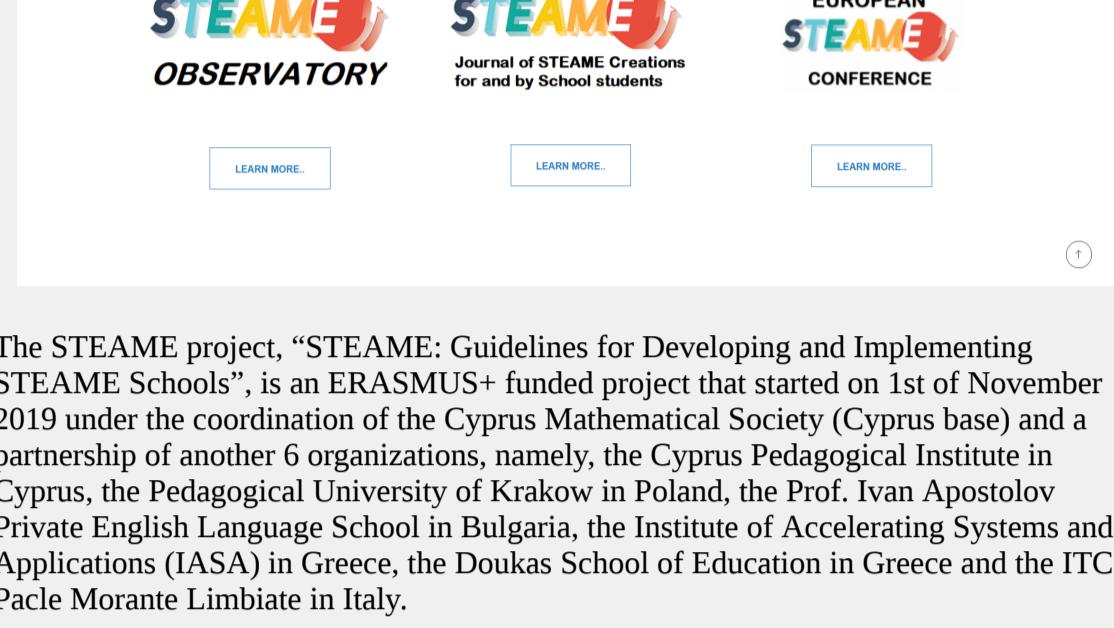
## NEWS

### STEAME project is launched.... 13 months later...

In this project we develop a prototype school structure design with suggested dynamic curriculum, activities, learning and creativity plans and methods, developing also a training course for training teachers on how they can work effectively and productively under a STEAME school. STEAME stands for "Science, Technology, Engineering, Arts, Mathematics and Entrepreneurship".

In this newsletter we present some of the outputs and results of the project useful for teachers and education policy makers.

To communicate with the project write to [info@steame.eu](mailto:info@steame.eu)



The STEAME project, "STEAME: Guidelines for Developing and Implementing STEAME Schools", is an ERASME+ funded project that started on 1st of November 2019 under the coordination of the Cyprus Mathematical Society (Cyprus base) and a partnership of another 6 organizations, namely, the Cyprus Pedagogical Institute in Cyprus, the Pedagogical University of Krakow in Poland, the Prof. Ivan Apostolov Private English Language School in Bulgaria, the Institute of Accelerating Systems and Applications (IASA) in Greece, the Doukas School of Education in Greece and the ITC Pace Morante Limbiante in Italy.

### INVITATION FOR SURVEY

We are inviting colleagues/experts to share their opinion with us about the organizational structure of schools in order to become successful STEAME schools.

We are now in the process of developing the third output - [Guidelines for STEAME School Organizational Structure](#) and we would highly appreciate your contribution by filling out the questionnaire that you can find by pressing [HERE](#).

The results of this survey will be sent to those who respond to this survey.

From those responding, randomly 3 will have the opportunity to win partial funding for attending the European STEAME Conference, during 22-24 June 2021 to be hosted in Paphos, Cyprus.

For more information click [HERE](#).

### EUROPEAN STEAME CONFERENCE 2021

The European STEAME Conference 2021, will take place from 22 to 24 of June 2021, in Aliathon Resort, in Paphos, Cyprus.

Teacher participants in the Conference will have a co-funding opportunity.

The Conference is open to European and non-European participants.

Click [HERE](#) to see more information regarding the Conference and the required conditions for receiving co-funding.

### EUROPEAN STEAME Communication Competition 2021

#### Become a European STEAME Communication Idol of 2021

Communicate STEAME Subjects in 5 minutes and win your place at the finals of the European STEAME Communication Competition of 2021.

Your subject can be based on Science - Technology - Engineering - Arts - Mathematics - Entrepreneurship

It is addressed to Adults - Age 18+, (with international participation)

The finals will take place during the EUROMATH&EUROSCIENCE Conference from 13-14 March 2021, in the Grand Palace Hotel, Thessaloniki, Greece.

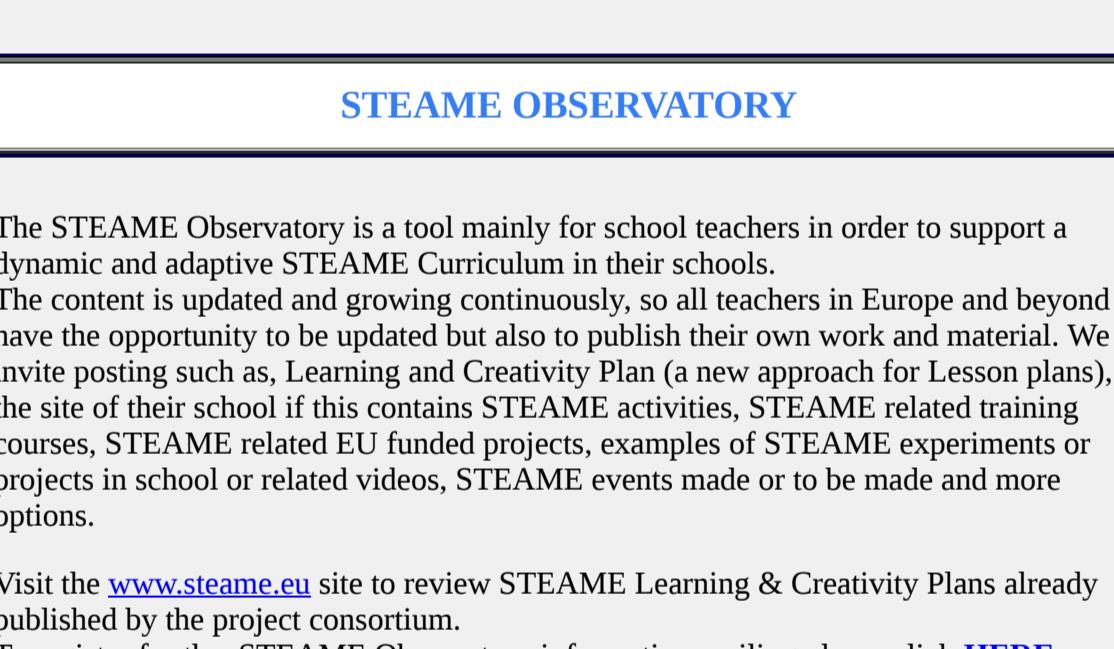
More information can be found [HERE](#)

### STEAME partners Online meetings

Due to the Covid-19 pandemic the STEAME partners had to adopt their meetings and work process according to the safety measures taken by all countries. So, the project constitutes its work between the partners through online communications.

The partners had seven online meetings discussing their work progress and setting their next goals.

At this point we have reached our goals for the first 13 months of the project. Visit the project website to access educational useful content.



### STEAME OBSERVATORY

The STEAME Observatory is a tool mainly for school teachers in order to support a dynamic and adaptive STEAME Curriculum in their schools.

The content is updated and growing continuously, so all teachers in Europe and beyond have the opportunity to be updated but also to publish their own work and material. We invite posting such as, Learning and Creativity Plan (a new approach for Lesson plans),

the site of their school if this contains STEAME activities, STEAME related training courses, STEAME related EU funded projects, examples of STEAME experiments or projects in school or related videos, STEAME events made or to be made and more options.

Visit the [www.steame.eu](http://www.steame.eu) site to review STEAME Learning & Creativity Plans already published by the project consortium.

To register for the STEAME Observatory information mailing please click [HERE](#)

### STEAME JOURNAL

Electronic Journal for STEAME Creations for and by School Students

Submission Specifications for Student Authors can be found [HERE](#)

### IO1. Guidelines for dynamic and adaptive STEAME curricula - Publication



The first publication of the project for IO1, titled "Guidelines for dynamic and adaptive STEAME curricula" is published in the STEAME website.

The publication is discussing a set of reference files, which can be found in the STEAME Observatory.

### Dissemination-Online Educational Mini Conference for the STEAME and LEARN+ Projects

The STEAME European project will be presented in an Online Educational Mini Conference that will take place on Saturday, 12 December 2020.

The Mini Conference is organized by the Cyprus Mathematical Society, project Coordinator, in cooperation with the Cyprus Pedagogical Institute.

The Educational Mini Conference is held in the framework of the European Programs "STEAME: Guidelines for Developing and Implementing STEAME Schools", and "LEARN +: Building communities of teachers producers to implement personalized learning of mathematics supported by machine learning and block chain to assess competencies".

The Mini Conference will also host other European projects that produce similar results.

The program will contain presentations and mini-workshops.

The language of the Conference is Greek.

More information can be found [HERE](#)

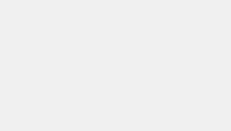
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