

27 October 2021

To: MINISTERS OF EDUCATION OF EUROPEAN STATES

**Re: «STEAME School of the Future»
Results of the European Projects for developing Schools of the Future
Available to be exploited
Projects «STEAME» and «STEAME GOES HYBRID»**

On behalf of the Board of Directors of the Cyprus Mathematical Society(CY.MS), we inform interested stakeholders about the CYMS current co-funded programs under the Erasmus+ programme of the European Commission. The results are created for free use by the European Educational Systems.

These projects are coordinated at the European level by the Cyprus Mathematical Society for the design and development of STEAME (Science, Technology, Engineering, Arts, Mathematics and Entrepreneurship) schools. STEAME schools, as schools of the future, aim to transform knowledge into competences and skills through new structures, infrastructures and learning activities through "project-based learning" that meet the contemporary requirements of Education 3.0 and 4.0 and the needs of Industry 4.0 and employers.

According to publications of the Organization for Economic Cooperation and Development, ([Future of Education and Skills](#)) the following challenges can be identified:

1. Today's schools and universities are “overloaded” in their content and curriculum. As a result, students are often deprived of sufficient time to acquire and develop key concepts, abilities and skills. It is time to shift the focus of our students from "more hours of learning to quality time of learning and application of knowledge"
2. The content of learning and activities must be of high quality if we want students to gain a deeper understanding of knowledge.
3. Curricula must ensure equality and innovation. All students should benefit from social, economic and technological changes and developments.
4. Careful planning, continuous adaptation and modernization are essential to the effective implementation of reforms and changes.

The STEAME project results (www.steame.eu), provides solutions to these challenges through the creation of a model of school structure plan with proposed dynamic learning actions and learning programmes, learning and creativity plans, as well as developing a teacher-centered curriculum support on how to work effectively and productively in a STEAME school.

The STEAME project has developed the following outputs:

- O1. Guidelines for dynamic and adaptive STEAME curricula
- O2. Guidelines for STEAME Activities in Schools for two age groups
- O3. Guidelines for STEAME School Organizational Structure



The above outputs contribute to teaching and learning through exploratory activity, and to the promotion of student-centered strategy (students being able to coordinate questions, solve problems and then reflect on their experiences). In addition, they develop scalable activities with structured, guided and open research. The outputs also contribute to the development of a Digital Learning Programme that includes the teaching and learning of digital technologies, mainly Cloud Computing and the development of students' scientific thinking.

Furthermore, the STEAME project has already developed the *STEAME Observatory* (www.steame.eu) which is accessible through the project website. This Observatory is a tool primarily for school teachers to support a dynamic and adaptive STEAME curriculum in their schools. The content is constantly updated and developed, so that all teachers in Europe, and beyond, can be informed and publish their own work and material.

The promising quality of the STEAME project can be seen from its European recognition and dissemination in the School Education Gateway Webinar series that took place in 2021.

In further strengthening and development of the future schools, a new consortium under the coordinations of the Cyprus Mathematical Society are implementing the STEAME GOES HYBRID project. (May 2021 – April 2023) (www.steame-hybrid.eu) co-funded also by the Erasmus+ programme of the European Union. This project is developing innovative learning practices in the digital age and through the development of new methods of education, learning and training for transferring STEAME in-school activities to STEAME web based and at distance activities in a hybrid approach.

It is the belief that the improvement and evolution of education and learning is an important issue for many education stakeholders and the results from these projects are free and open to be exploited. Utilization of these results will be a driving force for the building of the schools of the future, the way of facilitating the future learning. We as the creators of the results will be honored to see them exploited by any European Education system. We are at the disposal for a comprehensive presentation of the project results.

Contact the coordinator:

Professor Gregoris A. Makrides, Ph.D.
Professor of STEAME Education, Pedagogical University of Krakow, Poland
President of the Cyprus Mathematical Society
Vice-chair of the Education Committee of the European Mathematical Society
Coordinator of the STEAME and STEAME-GOES-HYBRID projects
makrides.g@eaecnet.com
T. +35722283600



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