



“Guidelines for Developing and Implementing STEAME Schools”

www.steame.eu

Newsletter

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NEWS

STEAME project ... 24 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



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EUROPEAN STEAME CONFERENCE 2021

The European STEAME Conference 2021, will take place from 29 to 30 of October 2021, at the CONSTANTINOS THE GREAT Hotel, Protaras Resort, Ammochostos, Cyprus.

The conference is open for presentations of related topics under STEAME learning for all levels of School Education.

International **Co-funding** available for up to 20 international participants.

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 2022

Become a European STEAME Communication Idol of 2022

Communicate STEAME Subjects in 5 minutes and win your place at the finals of the European STEAME Communication Competition of 2022.

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

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

The Live **finals** will take place on **March 14th 2022**, during the EUROMATH&EUROSCIENCE 2022 Conference, at the Grand Palace Hotel, in Thessaloniki, Greece.

The finalists will have the opportunity to make their presentation **either Physical or Online**.

The deadline for registering in the competition is **31.01.2022**

More information can be found [HERE](#).

Mathematics Journalistic Article Competition: “The role of Mathematics in STEAME education”

The European Mathematical Society (EMS) announces a competition for writing a journalistic expository article of philosophical reflection, investigation and expression of ideas on the subject: “The Role of Mathematics in STEAME Education” (STEAME: Science, Technology, Engineering, Arts, Mathematics, Entrepreneurship)

The deadline for submitting articles is 15 January 2022, until 12 noon and they should be submitted online in the English language.

The link to submit your article and more information can be found [HERE](#)

STEAME Training Course for School Teachers

The STEAME project has developed a course for **STEAME Activities in Schools**. The course will help teachers understand better the concepts of STEAME (Science, Technology, Engineering, Arts, Mathematics and Entrepreneurship)

and how these can be implemented through Learning and Creativity Plans. It will also include hands-on development of Learning & Creativity plans and more elements that teachers need to create STEAME activities in their school.

For more information regarding the course, click [HERE](#).

STEAME Observatory

The STEAME Observatory is a tool mainly for schoolteachers 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.

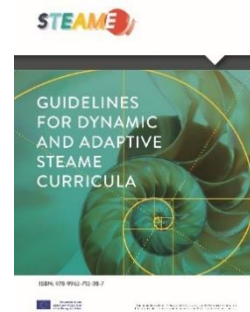
Visit the www.steame.eu site to review STEAME Learning & Creativity Plans already published by the project consortium.

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

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 Book publication of the project, 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.



IO2. Guidelines for STEAME Activities in Schools for two Age groups- Publication

The Book publication of the project, titled “GUIDELINES FOR STEAME ACTIVITIES IN SCHOOLS FOR TWO AGE GROUPS” is published in the STEAME website. This book contains:

1. The STEAME Framework of Learning and Creativity Plans
2. Guide to Learning and Creativity Plan Development
3. STEAME Learning and Creativity Plans
4. Cooperation and Creativity Program between Schools & Industry
5. Observatory

The book includes the above in 5 different languages (English, Greek, Bulgarian, Italian, and Polish)



STEAME SYMPOSIUM – EVENTS

European STEAME Symposium – Cyprus

The European STEAME Symposium, for the needs of the STEAME project, was held in Aliathon resort in Paphos, Cyprus. The event took place on the 23.06.2021 and was facilitated by Prof. Gregory Makrides, STEAME project Coordinator. Presentations were made by experts who participated in the event from Countries like Poland, Spain, Greece and Cyprus.



European STEAME Symposium – Greece

The European STEAME Symposium, for the needs of the STEAME project, was held in DOUKAS School premises at Athens, Greece. The event took place on the 27.09.2021.



Upcoming- European STEAME Symposium – Poland

A European STEAME conference will be organized in Krakow, Poland on October 9th, 2021. For more information about the event, you can find [HERE](#)

STEAME Transnational Project Meeting

STEAME Project Meeting – Cyprus

A STEAME Transnational Project meeting was held in Paphos, Cyprus on the 25-26 of June, 2021. At the meeting we had the chance to monitor the next steps to be taken and the actions to be done for the completion of the Intellectual Output 2: Guidelines for STEAME Activities in Schools for two age groups. We were glad that the partnership could meet physically after a long time of traveling restrictions, due to the pandemic caused by the covid-19.



STEAME Project Meeting – Greece

All STEAME project partners had the chance to meet physically in Athens, Greece on the 27-28 of September 2021. Special thanks to DOUKAS Schools for hosting the meeting and their hospitality. We were also very happy to meet Mr. Konstantinos Doukas during the welcoming session of the Meeting. In the meeting we discussed the progress of the project and the latest designs of the STEAME school. The future of education is here!



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