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STEAME: Guidelines for Developing and Implementing STEAME Schools”

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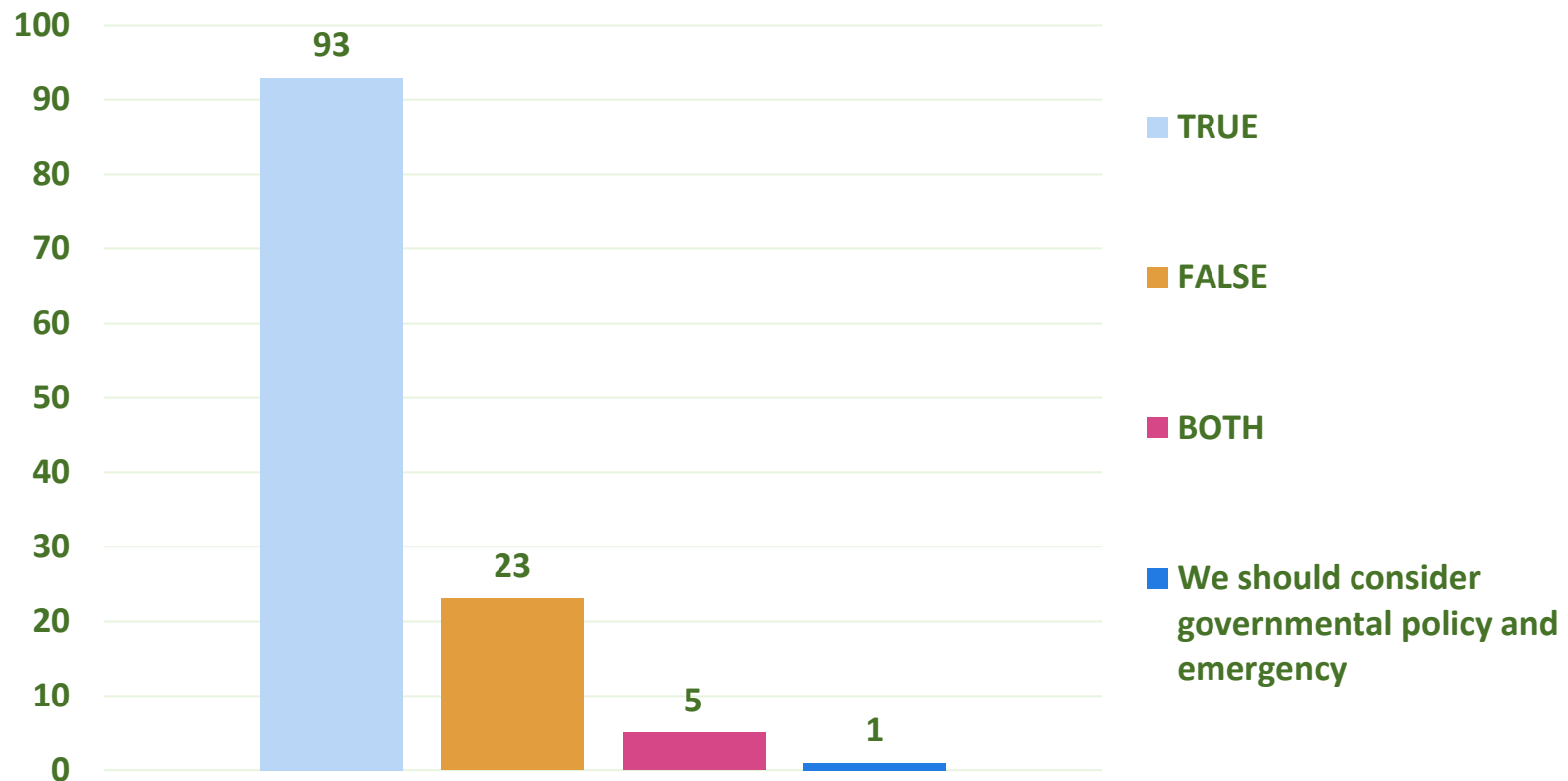
STEAME school of the hellenic era

Overview of the online survey results

- **122 responses**
- **Occupation:**
 - **83 are Teachers**
 - **16 students**
 - **9 principals**
 - **4 parents**
 - **School staff incl. EU project managers – 3**
 - **Other incl. inspectors - 7**

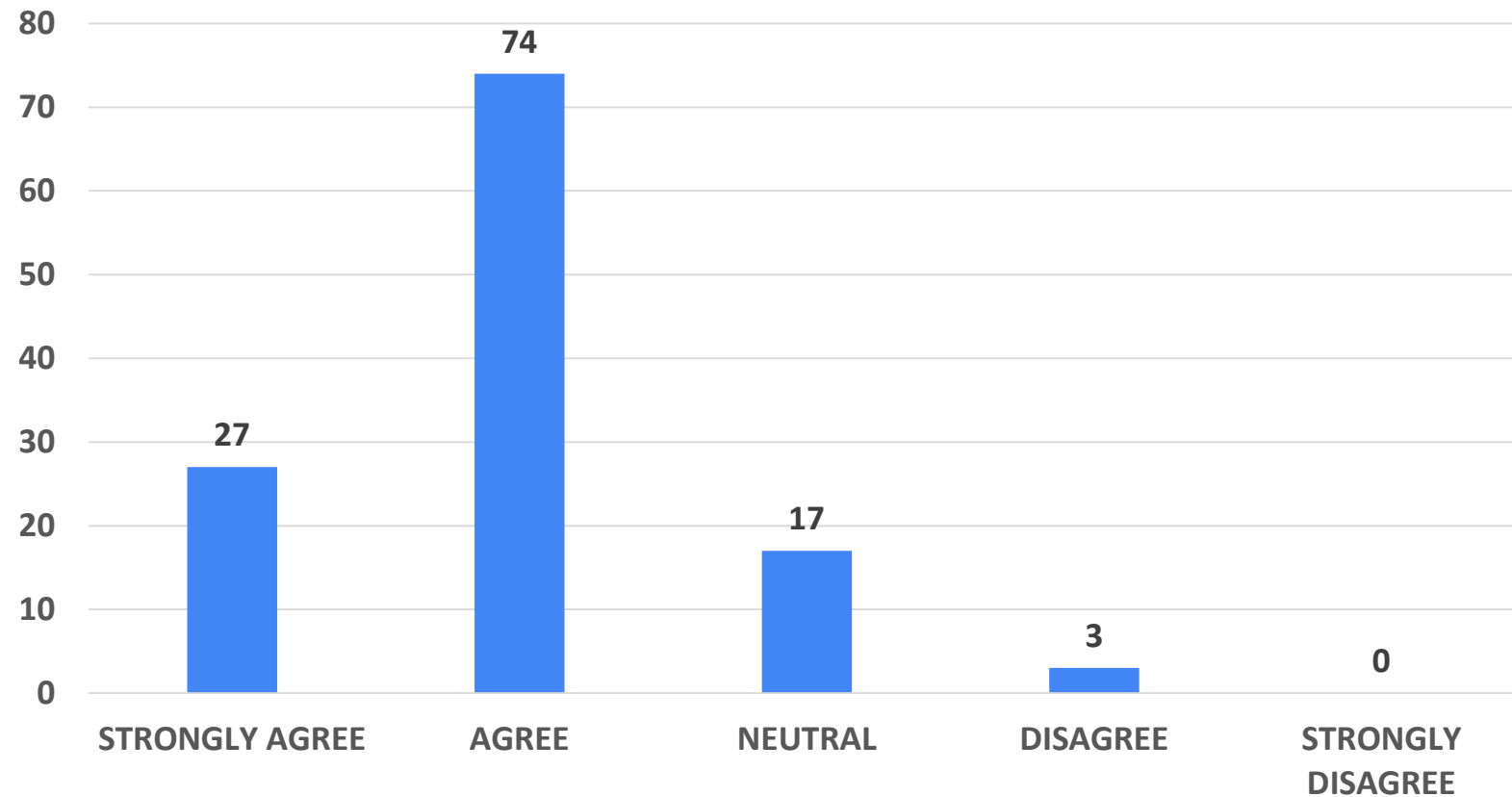


The STEAME program should shape the education process of the school and the classroom design, not the other way around.

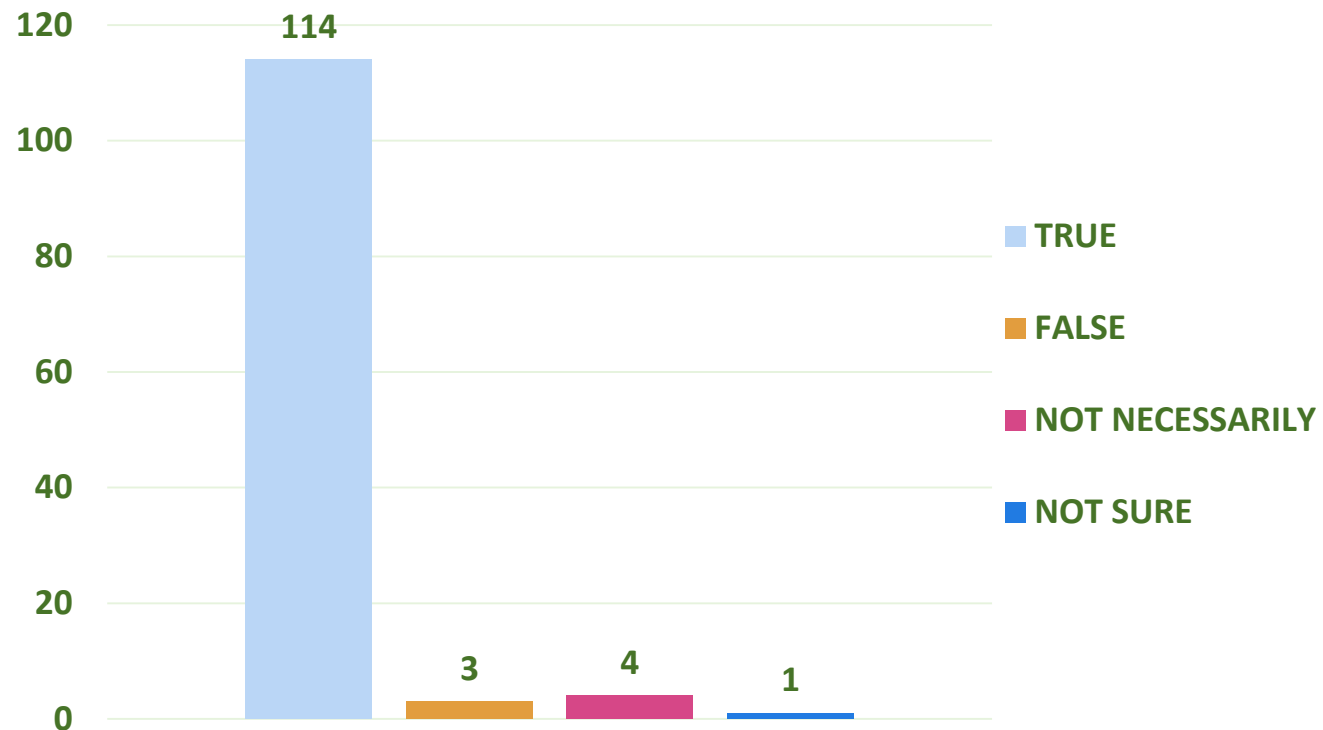




The classroom layout should be aligned with the outcomes of STEAME and blended learning

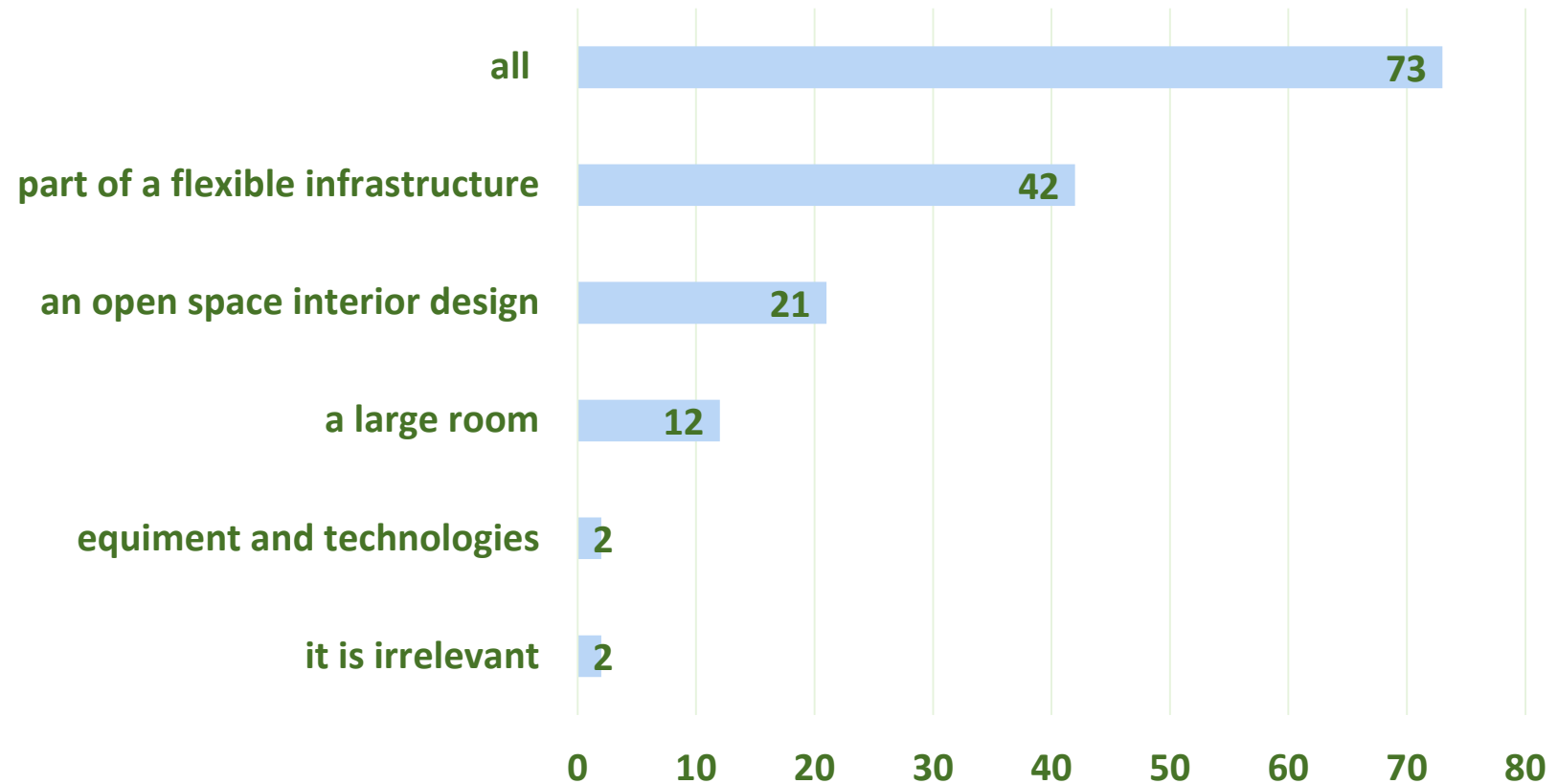


The classroom furniture has to be moveable in order to enhance layout flexibility

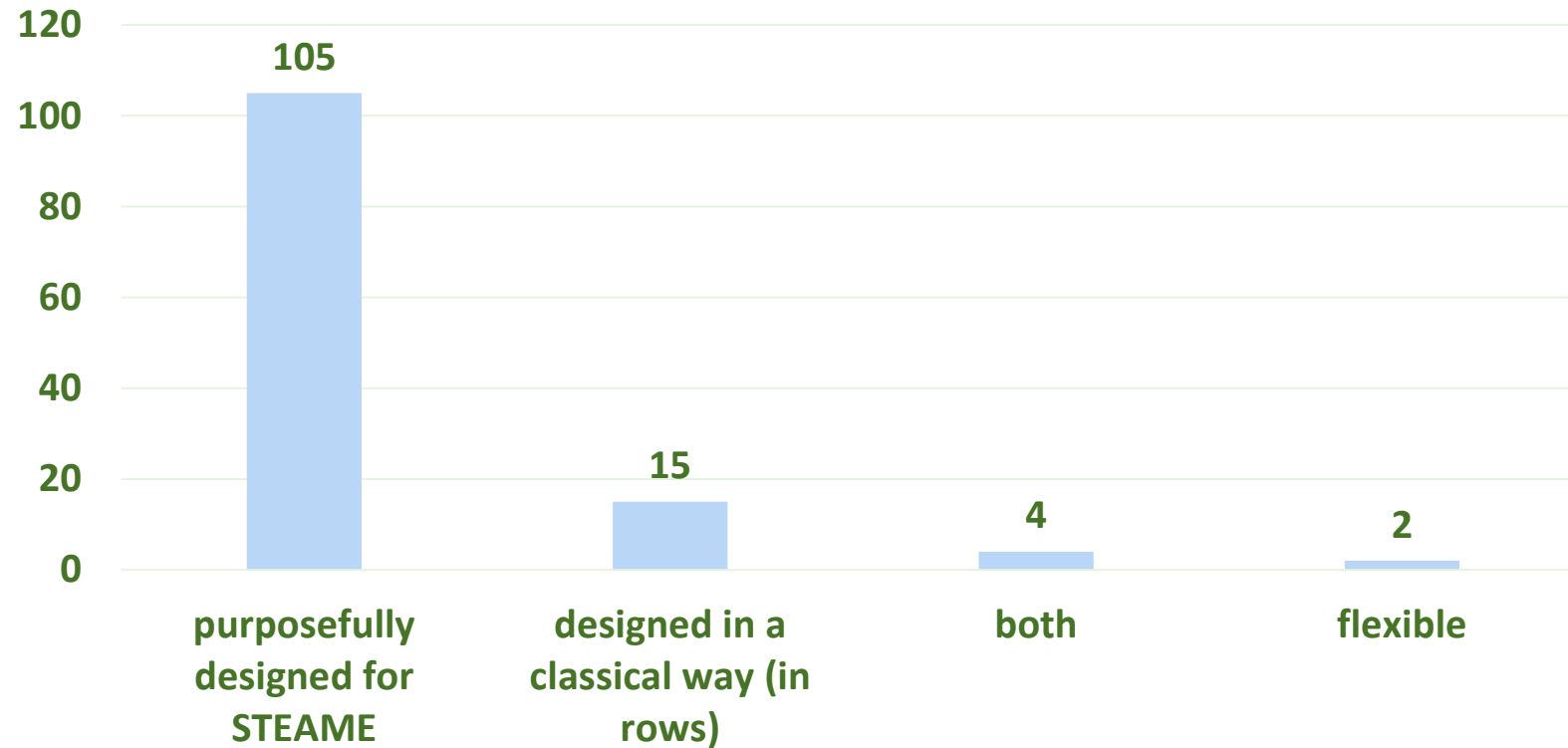




To achieve blended learning the STEAME classroom should be



The classroom should be

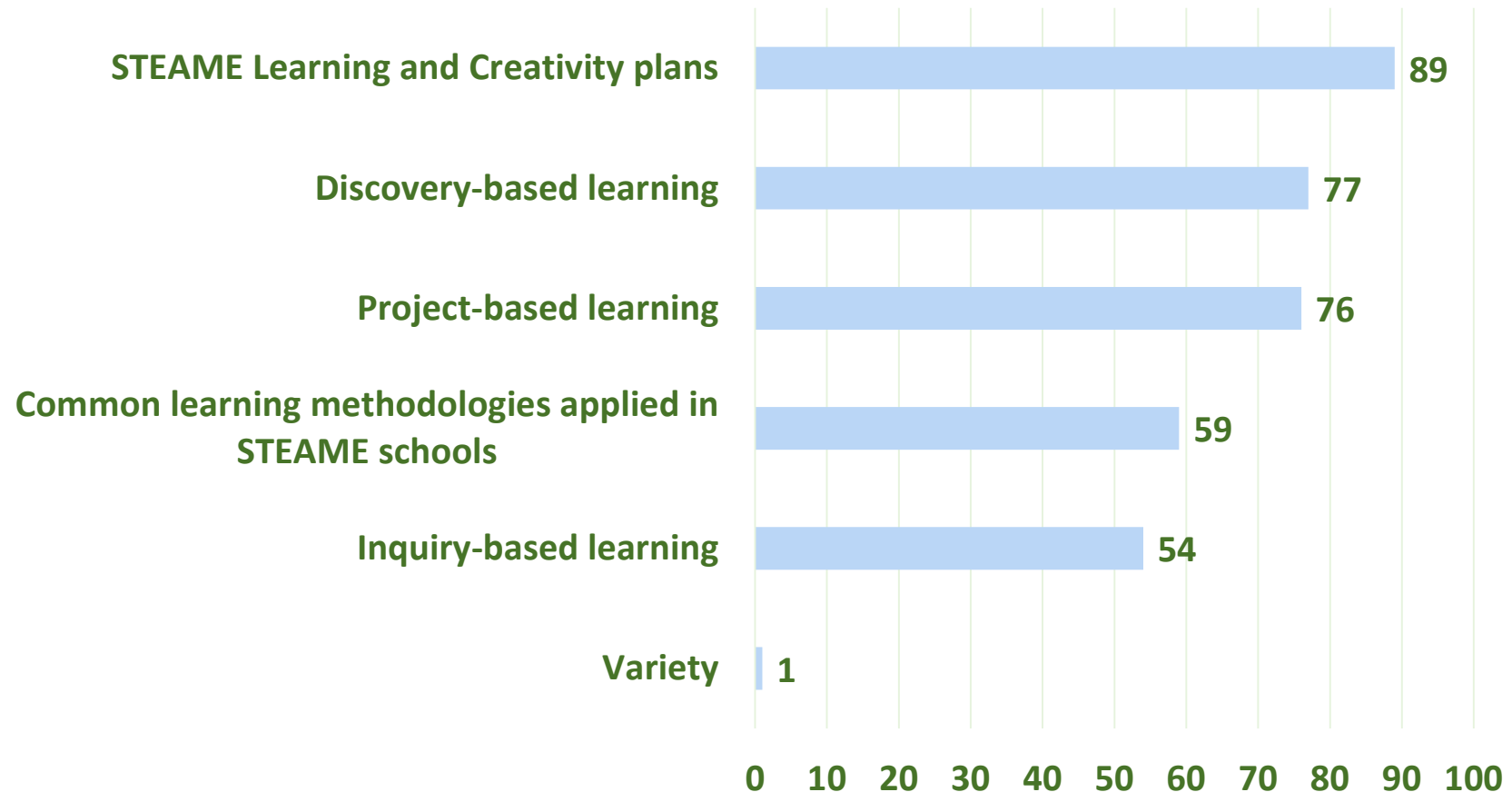




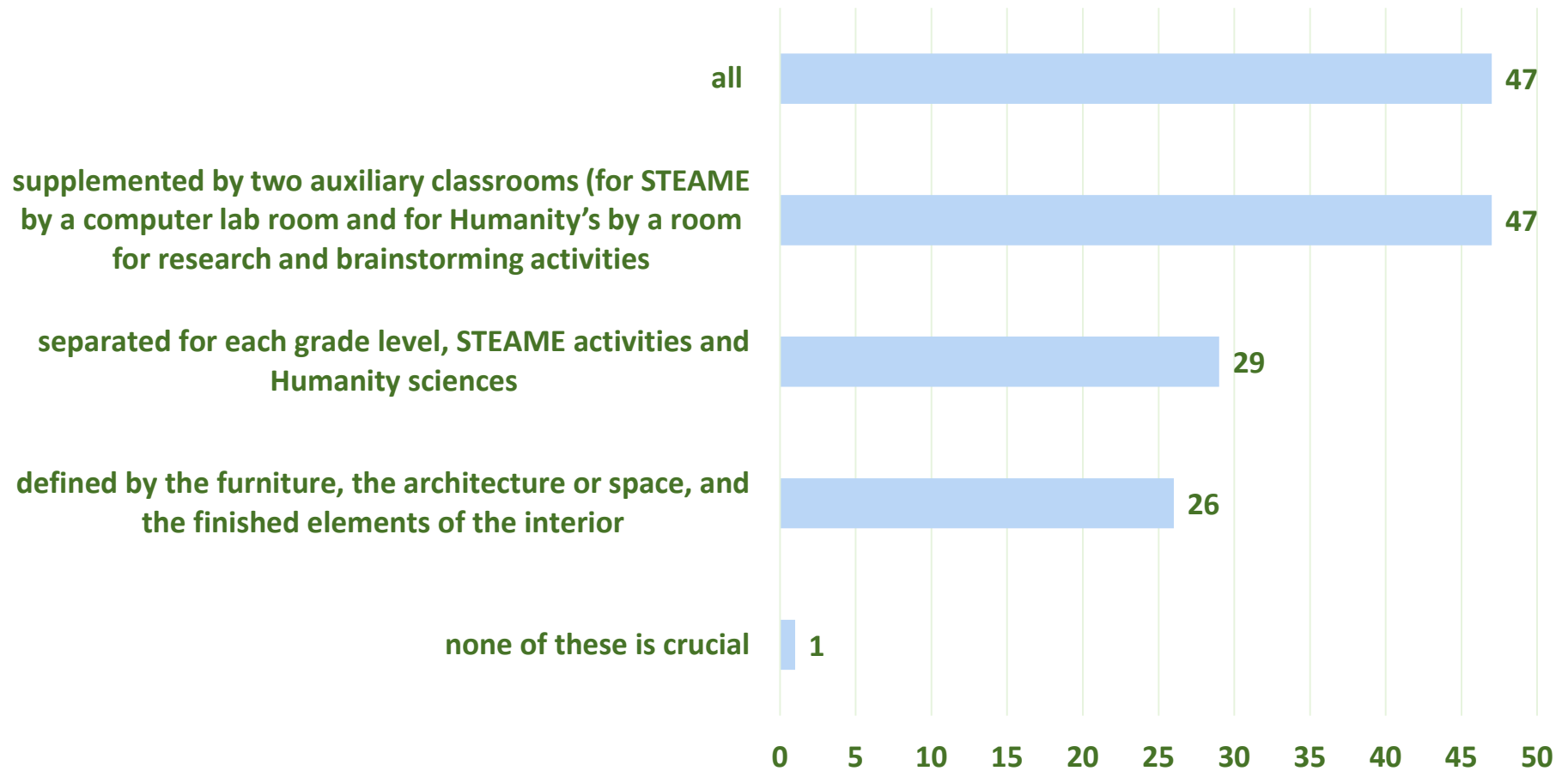
Ideas related to the classroom design

- To accommodate the needs
- A pleasant environment that inspires students to be productive and creative.
- Horseshoe shaped, in order to enhance cooperativity and constructive dialogue.
- Flexible to allow both possibilities – purposefully designed for STEAME and a classical one.
- Designed for Inclusive education
- designed in a way that can implement different types of activities (circle-on the carpet, in teams in round tables, alone in single tables (single tables that can be easily removed to build a circle)etc.

School spaces can hold specific nomenclature to cover the needs of



The classrooms should be





Ideas related to the classrooms

- In STEAME, all students, regardless their level, can contribute.
- We don't want the letters in STEAME to be separately addressed but as a whole, therefore, no different classrooms of different uses will be useful.
- A classroom where a student can do all of the activities involved in the project having the research corner, the corner for creation, and other regardless of the subject that will be used for the creation or the research or other elements of the project.
- The process should be faced as a whole, and the classroom should reflect that as well.
- All rooms should be computer, internet and projection supported, auxiliary rooms for experiments and when noise is to be made. Robotics room, 3D printing sector, STEAME materials rooms for creations, design software available etc



The organization of the space in the STEAME school is mainly determined by different learning environments in

student groups for idea generation, discussions and networking

85

a structured group work within the project-based learning

82

newly established schools

47

existing schools with classical pattern of the learning environment

44

0 10 20 30 40 50 60 70 80 90

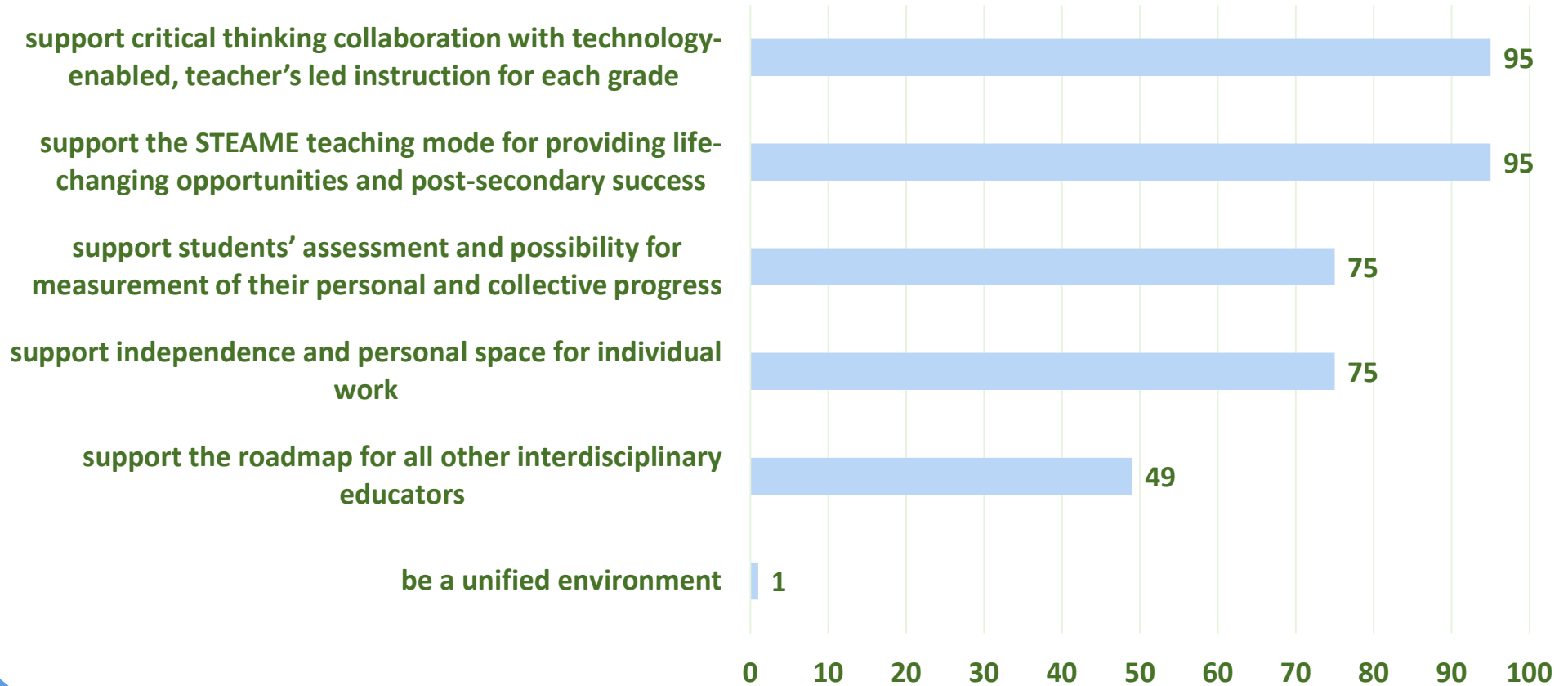


Ideas related to the school and the classroom design

- **Assessment should be creation-based, without the typical exams but outcome assessment and creativity assessment.**
- **Thus, teachers need training for the change of mode of facilitating the learning and assessment.**
- **Assessment should become a co-assessment between teachers and they need to learn to work together in different fields with groups of students.**

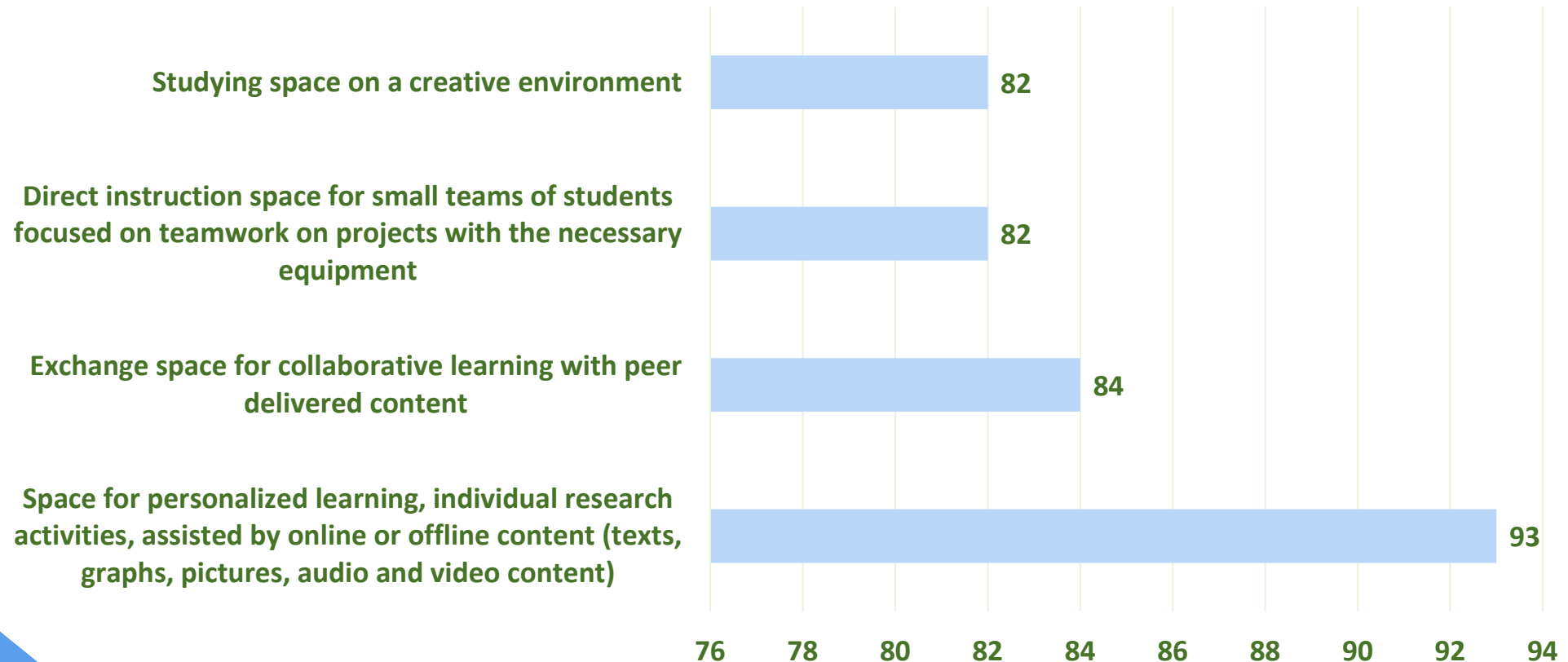


The school and the classroom in the school should be designed in such a way, to





STEAME schools must integrate the following spaces



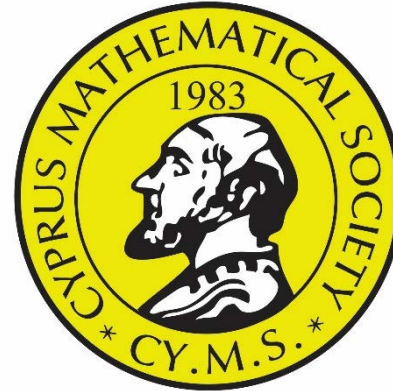


Ideas related to the integration of spaces

- Without paper books, all books should be digital.
- Students come to school without school bags, only tablets where they keep everything.
- Schools should have internet but NO WIFI.
- Schools should be all days schools from 8 to 5 without homework. After 5 pm it should be play time.



STEAME Partners



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