



“Guidelines for Developing and Implementing STEAME Schools”

www.steame.eu

Newsletter

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NEWS

STEAME project 25 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



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](#)

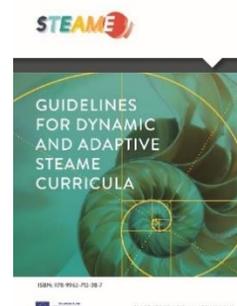
STEAME Journal

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 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.

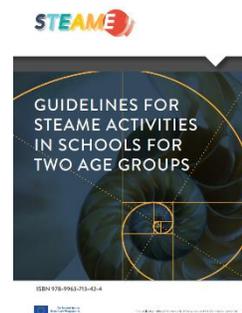


IO2. Guidelines for STEAME Activities in Schools for two Age groups- Publication

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)



IO3. Guidelines for STEAME School Organizational Structure

This output contains the guidelines for STEAME School Organizational Structure, referring to both: Type A schools – existing schools and Type B schools - newly established schools. Part of this output are also the **policy recommendations** for the STEAME school of the future... coming soon!

Handbook of STEAME Learning & Creativity Plans

The Volume 1 – Handbook of STEAME Learning & Creativity Plans (English) is already published in the STEAME website. This handbook, supporting the “Guidelines for STEAME Activities in Schools for two Age Groups”, is a collection of all the Learning and Creativity plans developed for the purpose of implementing STEAME (Science, Technology, Engineering, Arts, Mathematics and Entrepreneurship) activities. These Learning and Creativity plans are designed for STEAME subjects in two main categories: age level 12-15 (Grades 7-9) and age level 15-18 (Grades 10-12).

Take a look at the Handbook [HERE](#)

The Volume 2 - Handbook of Learning and Creativity Plans (Other languages) is to be announced soon. Stay tuned!



"STEAME School of the future" available to be exploited

The results of the European Projects for developing Schools of the Future: «STEAME» and «STEAME GOES HYBRID» are available to be exploited.

If you are interested, click [HERE](#)

STEAME– EVENTS

STEAME Mini Conference – Poland

A STEAME mini conference was organized and carried out in Krakow, Poland on October 9th, 2021.



STEAME Mini Conference – Italy

A STEAME mini conference was organized and carried out in Italy, on November 29, 2021.



EUROPEAN STEAME CONFERENCE 2021

The European STEAME Conference 2021, took place at 29-30 of October 2021, at the CONSTANTINOS THE GREAT Hotel, Protaras Resort, Ammochostos, Cyprus. During this event design and aspects of STEAME schools of the future, were presented.



Click [HERE](#) to see videos from the event

Public presentations of STEAME School of the Future

Nicosia- Cyprus

The first public presentation: "The Evolution of Education in EDUCATION 4.0: The STEAME Schools of the Future", at the University of Nicosia, was held on November 18, 2021, with the support of the Bank of Cyprus. The Speaker was Professor Grigoris Makridis, Ph.D., President of the Cyprus Mathematical Society, Vice President of the Education Committee of the European Mathematical Society and Professor of STEAME Education at the University of Krakow, Poland.



Limassol, Cyprus

The second public presentation: "The Evolution of Education in EDUCATION 4.0: The STEAME Schools of the Future", was organized and held at the Cyprus University of Technology on November 29, 2021, again with the support of the Bank of Cyprus.



STEAME Transnational Project Meeting

STEAME Project Meeting – Poland

A STEAME Transnational Project meeting was held in Krakow, Poland on the 9-10 of November, 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 outputs of the project. The meeting was successful, and all the partners gained meaningful insight regarding the implementation progress of the project and its impact.



STEAME– Upcoming EVENTS

STEAME mini-Conference in Bulgaria on Wednesday, 8 December 2021

More information for the event to be announced in the STEAME website

Public presentation of STEAME School of the Future on Thursday, 9 December 2021, in Paphos Cyprus.

For more information click [HERE](#)

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