



## “Guidelines for Developing and Implementing STEAME Schools”

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

# Newsletter

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## NEWS

### STEAME project .... 26 months later...

The project, now reaching towards the end, has developed 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 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)

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**STEAME**  
Journal of STEAME Creations  
for and by School students

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## 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 **30 June 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 **02.05.2022**

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

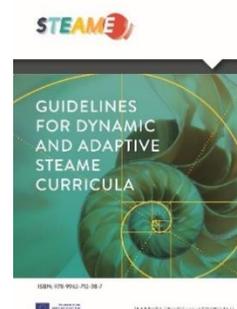
To register for the STEAME Observatory information mailing please click [HERE](#)

## 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 Book publication of the project, titled “GUIDELINES FOR DYNAMIC AND ADAPTIVE STEAME CURRICULA” is published on 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 on 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. This book is also published on the STEAME website



## Handbook of STEAME Learning & Creativity Plans – English

The Volume 1 – Handbook of STEAME Learning & Creativity Plans (English) is already published on 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](#)



## Handbook of STEAME Learning & Creativity Plans – Other Languages

The Volume 2 – Handbook of STEAME Learning & Creativity Plans (Other languages) is already published on 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). In this handbook you can find L&C plans in Bulgarian, Greek, Polish and Italian, languages.

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



## "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](#)

## Creation of STEAME space in existing School

It is based on the best practice by one of the partner schools "Prof. Ivan Apostolov" private high school in Sofia, Bulgaria. The school applied the STEAME guidelines and developed a showcase how it would be done. The implementation of STEAME started in the school year 2020/2021. It was applied in the science classes with interdisciplinary projects developed during the school year mentored and guided by the teachers in entrepreneurship, technology and arts. In the school they also created the STEAME zones for Project-based, Inquiry-based, and Discovery-based learning. More information on this is described in the IO3. Guidelines for STEAME School Organizational Structure.



## STEAME– EVENTS

### Public presentations of STEAME School of the future

#### Paphos, Cyprus

The third public presentation: "The Evolution of Education in EDUCATION 4.0: The STEAME Schools of the Future", was hosted by the Municipality of Paphos at the Attikon Culture center and greeted by Mr. Phedonas Phedonos- Mayor of the Paphos Municipality. The event took place on Thursday, 9 December 2021, with the support of the Bank of Cyprus.



### STEAME mini-Conference in Bulgaria

A STEAME mini conference was organized and carried out in Bulgaria, on December 8, 2021.



### STEAME Final Project Meeting – Bulgaria

The STEAME Final Transnational Project meeting was held in Sofia, Bulgaria on the 17-18 of December 2021. During the meeting, the consortium discussed the last actions to be made to complete the project and further exploitation ideas. All partners were satisfied with the quality of the intellectual outputs the STEAME project produced and are indicative of the efforts invested by the consortium.



### Policy recommendations – Addressed to all the Ministries of education in Europe and beyond

The Policy recommendations for STEAME schools of the future, are available in English plus other European languages such as:

Click [HERE](#) for Bulgarian

Click [HERE](#) for Greek

Click [HERE](#) for Polish

Click [HERE](#) for Italian

Click [HERE](#) for Spanish

Click [HERE](#) for German

Click [HERE](#) for French

Click [HERE](#) for English



### Upcoming Events

During the upcoming Scientix webinar on Tuesday 25 January 2022, 17:00-18:00 CET, Dr Gregory Makrides will present the STEAME project: Guidelines for Developing and Implementing STEAME Schools, which has developed a prototype school structure design with suggested dynamic curriculum, activities, learning and creativity plans and methods.

Click [HERE](#) for more information

Click [HERE](#) to register

The future...Other related EU projects  
Completing the puzzle...



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



<https://onlife.up.krakow.pl/>



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



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