

EUROPEAN STEAME CONFERENCE 2022

PRESENTATIONS

1. The STEAME School of the Future (www.steame.eu)
2. STEAME GOES HYBRID : Blueprint Guidelines and Policy Recommendations(www.steame-hybrid.eu)
3. ETRE: Empowering schools' transition readiness to a distance/hybrid learning model enhanced by cloud technology tools (<http://etre-project.eu/>)
4. ONLIFE: Empower Hybrid Competencies for ONLIFE Adaptable Teaching in School Education in times of pandemic, (<http://onlife.up.krakow.pl>)
5. BYOD-Learning: Learning at Any Time, at Any Place via any Device (www.byod-learning.eu)
6. TTF: Teach the Future (www.teachingthefuture.eu)
7. E=MD²: Excellence in Math Education through (e-)Debate and Diversity (www.excellenceinmath.eu)
8. FACILITATE – AI: Guidelines for facilitating the learning of Artificial Intelligence (AI) by School Students of Grades 7-12 (www.facilitate-ai.eu)
9. European STEAME School Students Network (https://thalescyprus.com/?page_id=3386)

WORKSHOPS (addressed to teachers)

1. Develop and Implement STEAME Learning & Creativity Plans
2. Project and Inquiry based Learning

(more presentations and workshops will be announced soon)