



STEAME TEACHER FACILITATORS ACADEMY PROJECT

ABOUT



The **STEAME TEACHER FACILITATORS ACADEMY** project is funded by the ERASMUS+ Teacher Academies Programme, with reference number: 101102619. It is coordinated by the University of the National Education Commission, Krakow (UKEN).

The STEAME ACADEMY project aims to establish the Erasmus+ Teacher Academies Network, consisting of 14 diverse organizations from 9 countries, focused on improving teacher education policies and practices in Europe. By creating networks and communities of practice, the project will bring together providers of initial and continuing teacher education, as well as relevant stakeholders, to develop effective and transferable strategies and programs for professional learning. The collaboration will also enhance European and international collaboration in teacher education through innovative partnerships between teacher educators and school teachers, promoting blended training programs and addressing key EU priorities. The project will test models of mobility and establish the European Federation of STEAME Teacher Academies to foster sustainable collaboration and inform teacher education policy makers.

The partners of the STEAME TEACHER FACILITATORS ACADEMY are: Cyprus Mathematical Society (Cyprus), Universidade do Algarve (Portugal), University of the Aegean (Greece), European Association of Career Guidance (Cyprus), Universitatea Spiru Haret (Romania), Asociatia "Institutul Pentru Dezvoltarea Evaluarii in Educatie" (Romania), Plovdiv University Paisii Hilendarski (Bulgaria), Universitat de Barcelona (Spain), Pedagogical Institute of Cyprus, Ministry of Education (Cyprus), Prof. Ivan Apostolov Private English Language School (Bulgaria), Instituto Politecnico Do Porto (Portugal), EUROGEO VZW (Belgium) and Doukas School (Greece).

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Steame Academy

steame-academy.eu

STEAMEACADEMY

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PROJECT OBJECTIVES

The objectives of the project, described briefly, are the development of:

1. A STEAME Teachers Facilitators Competence Framework for student and service teachers
2. STEAME Teacher Facilitators Learning Modules/ Workshops
3. An International Sharing Observatory for STEAME Learning Facilitators
4. The STEAME Facilitators Community of Practice/Mentoring and Certification programme
5. Policy Recommendations – European Federation of STEAME Teacher Facilitators Academies

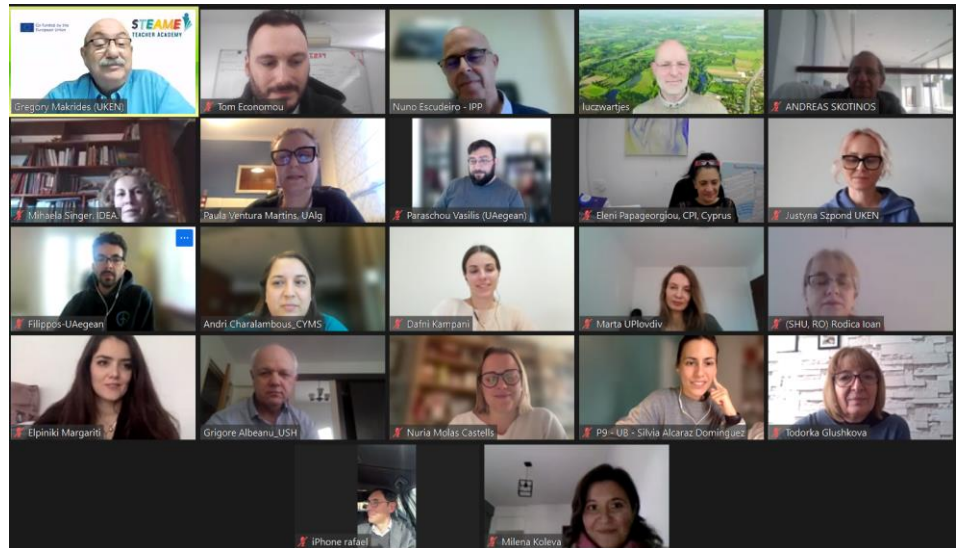
LEARNING OUTCOMES SET

The set of learning outcomes builds upon the analysis of 24 previous STEAME projects, revealing insights such as the predominant focus on service teachers at the classroom level, limited consideration for transfer between educational and professional realms, and insufficient attention to social responsibility in many projects. It involves synthesizing these findings into a conceptual mapping to derive learning outcomes, serving as the foundation for designing the modules and workshops to be developed. The document outlines the process, presents the learning outcomes for service and student teachers, and concludes with insights and next steps in the Competence Framework within the project. Read the full document [here](#).

FOCUS GROUPS IN ALL PARTNER COUNTRIES

The STEAME Teacher Facilitators Competence Framework has been initiated, and a subsequent consultation process has been undertaken to review, refine, and validate it. The framework's development was based on the examination of 24 European projects on PBL for STEAME subjects and the definition of learning outcomes for training workshops and modules. The initial Competence Framework underwent a validation process through Focus Groups involving each project partner.

ONLINE MEETING – 22 JANUARY 2024



On January 22nd, 2024 the consortium met virtually to discuss the project's progress, notably, WP2 and WP3. The consortium's next steps involve the development of a set of Learning and Creativity Plans, at two distinct levels (for student teachers and in-service teachers). These L&C plans aim to inspire and facilitate educators into implementing STEAME activities in the classroom. Furthermore, the project is also developing a training course which aims to provide educators with the necessary competencies and skills to employ a STEAME approach in their teaching practice.

STEAME ACADEMY WORKSHOP AND ROUNDTABLE EVENT – 5 APRIL 2024

The STEAME ACADEMY project is organizing the first out of three European workshops and roundtable discussions that aim to foster direct engagement and collaboration among stakeholders involved in STEAME education and serve as platforms for sharing project outcomes, exchanging recommendations, and establishing sustainable networks.

The first workshop is scheduled to take place in **Porto, Portugal**, on **April 5, 2024**, with limited availability.

Teachers or researchers interested in participating are encouraged to apply as soon as possible. **Co-funding is available for participants traveling from at least 100 km away.** This funding, based on actual costs, is capped at a maximum of 150 euro.

Find [HERE](#) the invitation, where you can see a preliminary programme of the workshop. Do not miss this opportunity to be part of this educational workshop!

FUTURE EVENTS 2024

SAVE THE DATE

STEAME ACADEMY SYMPOSIUM 2024

Dates

12 – 16 March 2024

Venue

Tor Vergata University of Rome
Italy

In parallel with EUROMATH &
EUROSCIENCE 2024 Student
Conference: www.euromath.org

STEAME ACADEMY WORKSHOP AND ROUND TABLE EVENT

Dates

5 April 2024

Venue

IPP Porto, Portugal

More information at:

www.steame-academy.eu

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STEAME ACADEMY FREE LIVE WEBINARS

Join us for a series of **FREE Live Webinars** that promise to expand your horizons and equip you with valuable insights! Our educational experts dive deep into various topics, related to STEAME, offering you an opportunity to enhance your understanding and gain valuable knowledge on the subject. View our previous and upcoming sessions [here](#).

THE TRANSITION FROM STEAM TO STEAME: INTEGRATING ENTREPRENEURSHIP THROUGH PBL



Kalypso Apergi brings over 30 years of diverse experience in education, as a musician, Vice Principal and Teacher Trainer at the Cyprus Pedagogical Institute. Integrating entrepreneurship into STEAME education through PBL is an effective way to provide students with hands-on experiences and develop a practical understanding of how their skills can be applied in the real world.

This seminar, will present a step-by-step guide on how to incorporate entrepreneurship into STEAME education using project-based learning, and examples of good practices in Cypriot Schools. **Register now [here](#) until 14 February 2024.**

- **Date:** Monday 19 February 2024
- **Time:** 17:00 – 18:00 CET

STEAME DECATHLON: A FORMATIVE ASSESSMENT TECHNIQUE

Dr Georgios Tsalakos holds a PhD in theoretical physics and is a Teacher Trainer for Natural Sciences at the Cyprus Pedagogical Institute. The webinar will introduce a formative assessment method designed to actively engage students in evaluating knowledge and skills acquired during a STEAME project. It covers the structure, organization, and selection of activities ("events"), providing insights into their creation. The webinar will include a detailed example of a STEAME Decathlon for a specific project and will showcase additional activities suitable for the assessment method. **Register now [here](#) until 21 February 2024.**



- **Date:** Monday 26 February 2024
- **Time:** 17:00 – 18:00 CET

CYPRUS STEAME FESTIVAL 2023



The Cyprus Mathematical Society, partner of the STEAME ACADEMY project, in collaboration with Thales Foundation and other local organizations, organized the Cyprus STEAME FESTIVAL 2023 on December 1st and 2nd, 2023. The event was organized under the patronage of the Minister of Education, Sport and Youth of Cyprus. It showcased a diverse array of interactive STEAME learning activities addressed to school students and held a series of workshops addressed to school teachers.

IMEA International Scientific Conference

At the International Scientific Conference "[Informatics, Mathematics, Education, and Their Applications](#)" held in Pamporovo, Bulgaria, from November 29 to December 1, 2023, and organized by the Faculty of Informatics and Mathematics at the University of Plovdiv, Prof. Gregory Makrides delivered an engaging talk as an invited speaker. The presentation, titled "Are University Degree Programmes in Danger?," served as a platform to disseminate insights into the STEAME ACADEMY Project. Additionally, Prof. Todorka Glushkova shared her expertise through a talk, providing an overview of the STEAME ACADEMY Project. Furthermore, she presented another impactful project, "FACILITATE – AI: Guidelines for Facilitating the Learning of Artificial Intelligence (AI) by School Students of Grades 7-12." During the conference, Prof. Dobrinka Boykina showcased the outcomes of the "BYOD-Learning: Learning at Any Time, at Any Place via any Device" project. These projects played a key role in shaping the competence framework of the STEAME ACADEMY project during the analysis phase.

[UNSUBSCRIBE TO THE NEWSLETTER](#)

PROJECT COORDINATOR

uken

University of the
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Commission, Krakow

PROJECT PARTNERS



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