

PROJECT PARTNERS





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INTRODUCTION



Our partnership combines the efforts of 8 organizations from 6 countries, representing different regions in Europe to enhance schools' capacity to provide inclusive and efficient STEAM education to students with special educational needs in order to enrich their learning experience and employability opportunities. The figures and statistics show that the education system

needs to create new educational approaches by providing learning activities to train and prepare students to deal with this reality. So, in STEM4SEN project we put our efforts in the development of educational materials and guidelines for secondary school teachers, managers and students.

The key objectives of the STEAM4SEN are:

OBJECTIVES

to implement a holistic approach in

pedagogies in school education by defining an education kit that will encompass specific aspects regarding the practical application of STEAM subjects (with particular focus on robotics). to realise the implementation of the

educational kit that will be focused mainly

adopting innovative technologies and





1. EDUCATIONAL KIT



students with STEAM education.

2. LABORATORY: STEAM FOR ROBOTICS

which will provide experiential learning on an innovative pedagogical practice (robotics) allowing students to experiment and acquire new skills.

for secondary school teachers aimed at providing both teachers and



3. GUIDELINES AND RECOMMENDATIONS

innovative learning practices, addressing directly managers and policy makers, makers responsible for effective change and policy implementation at national and transnational level.

with main focus promotion of social inclusion through the adoption of



Mathematics (STEAM) education in schools, teachers' professional development and quality of teaching in this area. The project timeline is 2019 - 2022.

CURRENT STATE

Partners met on a transnational meeting in October 2019 while monthly online meetings are organised to keep in touch and discuss the way forward on the current Intellectual So far, the project has focused on IO1, which involves the development of an Educational Toolkit. This toolkit will be used mainly in secondary schools aimed at providing both

teachers and students STEAM education. Its focus will be on developing training materials and activities that suit students

STEAM 4 SEN is an Erasmus project that focuses on the need to enhance Science, Technology, Engineering, Arts and

with special educational needs (SEN) in order to allow inclusive and efficient STEAM education. This will in turn help to enrich their learning experience and employability opportunities through the development of educational materials and guidelines for secondary school teachers, managers and students. The Educational Toolkit is being developed by the DIMITRA, with the main support of MCAST and EFFEBI. Moreover, all effectively develop a relevant toolkit. Following the initial of play as regards to STEAM education in the individual

partners are providing their expertise and support in order to partner meeting, a report was compiled on the current state countries taking part in IO1. The aim of the report was to compare the results of the research studies regarding STEAM education with a special focus on SEN students of the partner countries (Portugal, Malta, Greece, Bulgaria, Lithuania and Italy) and a list of challenges was compiled. The main recommendations of the partner countries included:

rethinking the curriculum and professional development for teachers about STEAM in terms of pedagogical approaches

skills to successfully meet the modern demands of the

promotion of innovative teaching

STEAM community

the development of appropriate equipment, materials and software programs to assist children with SEN.

The partners working on IO1 are currently exploring possible tools that could be incorporated within the toolkit.

Further information will be given in the next edition of this



steam4sen