



Cofinanciado pelo Programa Erasmus+ da União Europeia

○ E-STEAM erasmus project

○ newsletter 04

○ 10-2019



**E-STEAM**

Equality in Science, Technology, Engineering, Art and Mathematics

## E-STEAM: Equality in Science, Technology, Engineering, Art and Mathematics

ERASMUS+2018-1-PT01-KA201-047422

## Newsletter 04

### Are the mentors the new enlightenment ?

Eight years ago, Jurgen Tumen, then president of Business Europe, warned businesses, governments and educational institutions that they should make STEAM education more attractive to young people. This could be done through broader implementation of research into primary and secondary education, deepening the link between education and business.

In other words, the interest of young people must be cultivated, supported and carefully managed in their future professional choices. This can most easily be a living example of successful people in the relevant STEAM professions, who allow young people to get close to them, to feel the person in them, then to introduce them to their professionalism and to inspire and engage them, by sharing their experiences and successes.

STEAM mentors may become the new enlighteners for tomorrow's generations. They will "pour" the foundations upon which the professions of the future will step, with the full scope of vast technological opportunities. In everyday life, in which the future will be present, only the prepared ones will have a place – STEAM irradiated, STEAM enthusiastic, STEAM unique.



### E-STEAM Mentoring Programme

In each of the countries, the project managed to capture the attention and curiosity of several institutions and women with professions in the STEAM areas who offered to guide a 6-month mentoring program created by the E-STEAM project partnership. The program, which is now in the middle and in some countries at the end, has allowed students to show the areas of valence and the activity of the mentors, their professional and personal experience as women and has provided a space where students can question the mentors about their fears, options and potential, according to the pre-established program.



The program has been carried out through an international moodle platform managed by AES. Some of the countries have carried out this mentoring program with face-to-face sessions and others with face-to-face sessions and through that platform. It has also been possible for students to visit their mentors' workplace and meet with them in this professional environment. Currently, in this activity, in the 5 partner countries, 61 mentors from the STEAM areas are involved, 12 in each country, who are developing the mentoring program for 122 students, ranging from basic education (1st cycle) to university education, going through all cycles.

The program is having a great impact and curiosity in the school community, regionally and nationally.

There is a demand for information about the project and a positive return in relation to the activities that we are developing.



# 4<sup>th</sup> transnational E-STEAM meeting: 10-11 March Larissa-Greece



The Institute of Entrepreneurship Development has hosted the 4<sup>th</sup> Transnational Meeting, attended by the project partners, who travelled to Larissa, Greece on March 10 and 11 to monitor the progress of the project.

Anastasios Vasiliadis, President of Institute of Entrepreneurship Development and Maria Skoufi, the project Manager of E-STEAM project on behalf IED, welcomed the E-STEAM partners and thanked the work of the entire group, underlining the need of a project like this.

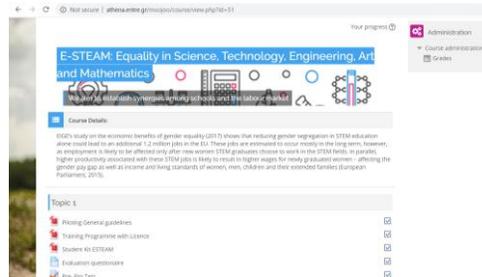
The meeting began with the Coordinaotr of the project, who has reviewed the activities carried out so far in each IO and noticed the new deadlines for the upcoming tasks and activities.

Partners presented the progress of the Mentoring programme in each country and the feedback that they have received during the implementation of the programme between mentors and mentees. Furthermore, discussed about the problems that have faved and provided solutions.



IED presented the Athena platform and the training programme and Students kit that are available in all partners languages and English (Spanish, Portuguese, Greek, Bulgarian and Romanian).

The Training Programme is available here: <http://athena.entre.gr/en/courses/esteam> The Greek partner will develop a Guide Book and a Demo video that will introduce the platform to the participants and useful information regarding how they can use the available material.



The meeting followed with the presentation of the IO6 – E-STEAMING Exploitation by Leonardo da Vinci First Private School and the presentation of all dissemination activities that have done from the beginning of the project until this period.



The partners are currently satisfied with the products achieved and the Teacher Training Program will start soon, however they are concerned with the implications that the covid 19 pandemic may have on the project's development in its final phase.

## E-STEAM PARTNERS

*name and cont@ct*

**Agrupamento de Escolas de Silves - PT**



[www.aesilves.pt](http://www.aesilves.pt)

**Leonardo da Vinci First Private School - BG**



[www.zslleonardo.com](http://www.zslleonardo.com)

**Institute of Entrepreneurship Development - GR**



<https://ied.eu>

**Fundación Universitat Jaume I Empresa - ES**



[www.fue.uji.es](http://www.fue.uji.es)

**Dimitrie Cantemir Universitatea – RO**



<http://www.en.cantemir.ro>

**Fundatia Professional – RO**



[www.fundatiainbntm.ro](http://www.fundatiainbntm.ro)



## E-STEAM Mentoring Session, Bulgaria

## E-STEAM training program

E-STEAM – Equality in Science, Technology, Engineering, Art and Mathematics is a project under the Erasmus+ program, which has been working at the Leonardo da Vinci Secondary School for the second year. The aim is to support teachers with appropriate teaching methodology and materials for equality in science, technology, engineering, art and mathematics, and to prepare all those, who wish to step into the STEAM field. The idea is for more and more girls to be attracted and interested in a career in STEAM.

The focus of the project is the mentoring program, through which students will be “guided” to their future professional choices, as well as overcoming the proverbial stereotypes related to women and the technical sciences. Thus, the chance of future players in the labor market to be well prepared, but not for disappearing professions, but for the upcoming new professions of the future, which will become a reality.

The Erasmus + E-STEAM project consortium has already completed the development of the curriculum and training program that presents several work suggestions to address the issue of gender stereotypes in the professional practice of teachers and a high number of activities that they can use in the approach theme with your students. Currently, the Greek partner institution IED is making the last adjustments to the training program on the international digital teacher training platform (Athena). It was expected that in March about 60 teachers from the 5 countries would receive training based on these guidelines and use the suggested activities with their students, however due to the pandemic of the covid virus19 this action is suspended, due to the current contingencies. With this training program, it is intended that education professionals become aware of their actions and stereotypes as they may condition the choices of students in the future and, on the other hand, work with them on gender equality issues.

### Interview on Portuguese Radio Antena 1

Professors Nuno Garção and Ana Bio, from the Silves School Group, Portugal, spoke about the E-STEAM project on February 29, 2020.

"Days of the Future", program by Edgar Canelas: weekly program series, on Antena 1, focused on researchers, innovation and development projects.

This radio learned about the project from Portuguese newspapers and wanted to know what this Erasmus + partnership was developing. The interview lasted about 20 minutes

The interview is available in the following link:  
<https://www.rtp.pt/programa/radio/p3000> .



#### Project Website

<http://e-steamerasmusproject.com/>

#### Facebook page

<https://www.facebook.com/ESteamErasmusProject/>

#### E-STEAM platform

<https://moodle.aesilves.pt/moodle/course/index.php?categoryid=28>

#### E-STEAM youtube channel

<https://youtube.com/channel/UCuZz0IRIO-k0cvemLsZbwMA>

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