## JOIN US!



## WE ARE STEAMING



Are you a STEM teacher interested in Arts? Are you an Art teacher who would like to collaborate with STEM colleagues?

Apply to the STEAM-Connect project!
Our aim is to connect teachers, parents, artists, education experts and researchers from different disciplines to develop innovative STEAM transdisciplinary workshops.

The project starts April 2022 and runs through August 2023. For more information:



@STEAMconnect.education

Co-funded by the Erasmus+ Programme of the European Union













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The STEAM-Connect project aims to connect teachers, parents, artists, education experts and researchers from different disciplines to develop innovative transdisciplinary workshops and pedagogies together to enhance collaborative STEAM teaching and learning for secondary school students of all abilities and backgrounds including special needs learners. This will be done by building a world-wide sustainable on-line STEAM community bringing together teachers of schools with different national, social and special needs to develop physical and on-line activities, tailorable by teachers to the specific needs of their students.

## We aim to:

- Connect learning communities including special needs;
- Develop, state-of-the-art STEAM programmes and pedagogies;
- Enhance creative STEAM co-teaching and collaborative learning in secondary education through joint efforts of a variety of stakeholders;
- Develop innovative sustainable training and continuous professional development.

The project will work in close collaboration with two local schools and at least 5 teachers, teaching in various disciplines, to develop and trial STEAM practices and pedagogies. This will be followed by one multiplier event from each country reaching out to local and international schools involving the active involvement of all partners, participating organizations and stakeholders. Overall, we aim to closely work with 400 students and through the multiplier events reach more than 2000 students. We aspire to share relevant learning resources and information on various formats and channels and global to ensure observe how participating schools and teachers can spread STEAM ideas and deal with sustainability.

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