



Newsletter 1

E-STEAM ON THE CLOUD [E-SOC]
Erasmus+ KA220-SCH - Cooperation
partnerships in school education
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Targu Mures, Romania





ERASMUS + PROJECT E- STEAM ON THE CLOUD (E-SOC)

Our school is participating as a partner in Erasmus+ project - KA220-SCH - Cooperation partnerships in school education. The project is concerned with gender equality in secondary and upper-secondary education and aims at contributing to increased capabilities to reduce stereotypes by developing a series of innovative and interactive materials, tested through a behavioral science lens for their potential to increase equality by amendment of practical everyday skills and social norms regarding attitudes and stereotypes in teaching STEAM.

Partners: Universitat Jaume i de Castellon Spain Castellon de la Plana, Liceul Vocational de Arta Romania Centru Targu Mures, VSI INOVACIJU BIURAS Lithuania Vilniaus apskritis , Fundatia professional Romania Singeorgiu de Mures, European School of Brussels IV, Orizzonti Società Cooperativa Sociale Italy.

The project targeting three groups:

- Teachers in a Upper secondary and Secondary (VET & non-VET) education and especially teachers in STE(A)M, career advisors.
- Decision makers, Policy formulators, Head teachers, school directors, teacher' training centers, representatives of regional/national and EU authorities.
- Students/pupils 12+ (to engage more girls in STEAM careers).

The expected results:

Analysis through Behavioural Insight (BASIC) of gender stereotypes and unconscious and conscious biases in education using "lessons learned from behavioural insights suggest that data and transparency can change behaviour".

Aims/behavioural causes:

- To identify the learning needs of teachers and help them develop skills for online/blended teaching and engage more girls in STEAM careers;
- To detect how gender stereotypes act and are performed within the educational context, teaching practices, and interpersonal relations between students and teachers;
- To start a process of change through raising awareness of policymakers with their own initiatives, services.T

Thanks to a blended use of Behaviour Insight (BI) and innovative practices we aim to start a process of change.

The target groups will have the opportunity to raise their awareness about the role they can play in contrasting gender stereotypes in online/blended classes. By approaching STEAM education teachers will contribute to the co-creation of a personalized and innovative solution, which will enable them to concretely change and improve their teaching - guidance,

and practices and make them more gender-friendly. We hope that these directly involved beneficiaries will act as ambassadors and promoters of the solution within their own working environment and communities (teachers' networks and associations as well as virtual communities).

Then at the end of the project, the objective is that the 'learning solution' reduces stereotypes and bias in secondary and upper secondary education by using the Behavioural Insight, teacher training and personalized platform, and mentoring.

It will be promoted in curricula, optional courses, extracurricular activities by policymakers and teachers. That is why we will also associate with the project actors like headteachers, school directors, teacher training centers, representatives of regional/national and EU authorities, STEAM ambassadors to promote the use of the project's solution. The replication effect of target groups' involvement is expected to reach out thanks to local/national/regional and EU wide dissemination foreseen in workshops and multiplier events up to approximately 600 professionals by the end of the project. At the end of the project, we will have a very first measure of this impact by applying the designed self-assessment questionnaire but we are also conscious that the impact needs to be measured in a long-term approach.

Trough the implementation of the project the Innovative practices in digital priority will be given to actions that promote new methods and pedagogies, ready-made teaching material for online and blended learning classes. The E-SOC project will promote and support teachers in dealing with STEAM and gender balance and diversity in their classrooms.

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Brussels

