



STEAMBRACE

Bridging the gender gap in STEM education in Europe

Welcome to STEAMbrace 1st Newsletter!



What
is our
project
about?

The STEAMbrace project aims to address the existing gender gap within fields **by leveraging the potential of STEAM education**. The project seeks to empower future European innovators, with a particular focus on encouraging participation among women. STEAMbrace wants to break boundaries and build bridges – literally – by establishing a European-wide

This project is not just about some run-of-the-mill educational activities, but about **bringing together creative thinkers and evidence-based strategies to create a STEAM education methodology** that is inclusive, sustainable, and socially impactful. To achieve this thrilling challenge, a diverse consortium of experts (including Cultural and Creative

alliance: the STEAM Alliance for Industries, or CCIs) have teamed up to drive forces in innovation.

[Learn more](#)

Kick-off meeting in Zaragoza, Spain



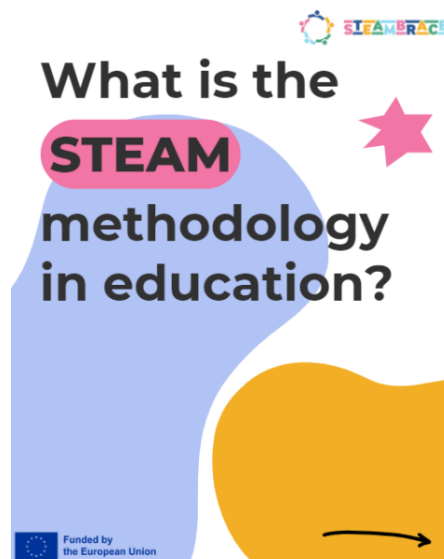
The two objectives of the STEAMbrace project, approved by the European Commission, which also aims to create a European STEAM training certificate, are to create a joint digital framework in Europe to promote STEAM skills among students and to contribute to reducing the gender gap by promoting equality in this sector.

The project, endowed with three million euros, is led by EDELVIVES.

STEAMbrace kicked off last February in Zaragoza, and it will be carried out in several phases, so that, once it is completed, it will revolutionise STEAM skills certification in the European Union.

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What do you know about STEAM education?



We have prepared very interesting material for you! The STEAMBrace team has developed different infographics, informative posts introducing the project and its activities, factsheets of amazing women working in the STEM fields, among other resources. Make sure you do not miss out on anything.

Check them out on our Instagram!

Join the STEAM Alliance!



STEAMBRACE has officially announced the opening of registrations for the STEAM Alliance for Europe. All organisations interested in STEAM education are welcome to join this transformative initiative. We are looking for schools and educational institutions, enterprises, research institutes, start-ups, CCIs, technological enterprises, SES, VET, HES, ST organisations, museums, and anyone interested in STEAM education from a business, research or training perspective.

Register now!



STEAM Scene

Our pill on latest trends
in STEAM Education

Personalized learning is revolutionizing STEAM education by tailoring educational experiences to meet the individual needs and interests of students. Adaptive learning technologies, such as DreamBox and Khan Academy, are at the forefront of this movement. These platforms use algorithms to adjust the difficulty of tasks based on student performance, providing personalized feedback and learning pathways. Schools like Summit Public Schools have implemented personalized learning plans with significant improvements in student engagement and outcomes. Educators across the globe are witnessing the benefits of personalized learning, noting increased motivation and better comprehension among students.

[Learn more](#)

Join our first STEAM Congress



Registration is now open for the Future of STEAM Education Congress, set to take place from February 3rd to 5th, 2025, in Gothenburg, Sweden. This event will bring together visionary educators, industry leaders, educational policy experts, cutting-edge researchers, and passionate students from across Europe to explore the latest trends in STEAM education. Participants will share best practices and forge collaborations that will shape the future of STEAM education in Europe.

This edition's featured initiatives



SLEs is an EU-funded project under the Horizon Europe programme. Its goal is to create **engaging open schooling science learning paths** that connect various community actors, with a focus on inclusivity. The project seeks to bring together all key stakeholders, education providers (formal, non-formal, and informal), businesses, and civil society, giving everyone the opportunity to take initiative and play a central role. Take a look at the [SLEs Portfolio](#) to explore what was achieved during the pilot phase.

[Learn more](#)



Road-STEAMer is an EU-funded project whose aim is to **develop a STEAM Roadmap for Science Education in Horizon Europe and in educational policy across the continent**: a strategy that will advise the EU's main research and innovation financing program on how to employ artistic methods, such as applied arts and creative thinking, to promote greater interest in STEM. Take a look at the [1st Road-STEAMer infographic](#) and discover a set of criteria to map and analyse STEAM practices in Europe.

[Learn more](#)

Meet the consortium

 EDELVIVES


maristas
Maristas Portugal

 Academia
de Inventores


AACSB EQUIS
University of Zagreb
Faculty of
Economics & Business



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