



STEAMBRACE

STEAM CONGRESS 2026

Bridging the gender gap in STEM education in Europe

STEAMbrace Newsletter #5: STEAMbrace Heads to Romania for the 2nd STEAM Congress



Hello **STEAMbrace** Community!

We're excited to share the newest highlights from **STEAMbrace**! Our project continues to push forward with one clear goal: closing the gender gap in STEM by

embracing the power of the arts. By merging creativity with science and technology, we're shaping a more inclusive, engaging, and forward-thinking approach to STEAM education across Europe.

About STEAMbrace: Bridging the Gender Gap in STEM

At **STEAMbrace**, students are not only learning about STEAM — they are becoming active creators of innovation. The **STEAMbrace STEAM Contest Final** at Etopia, Zaragoza, brought together 13 delegations from Sweden, Croatia, Romania, Spain and Portugal, with around 50 to 60 students presenting their ideas, solutions and teamwork. The final showcased how young people can use science, technology, engineering, arts and mathematics to respond creatively to real-world challenges.

And the journey continues with the **2nd STEAM Congress 2026** in Râmnicu Vâlcea, Romania. This new milestone will gather partners, educators, students and institutions to explore the future of STEAM education in Europe. From impact measurement and microcredentials to educational pilots, gender inclusion, storytelling and student-led STEAM classes, the Congress will strengthen collaboration and highlight how **STEAMbrace** is turning ideas into meaningful educational impact across Europe.

[Learn more](#)

The 2nd STEAM Congress: bringing evidence, innovation and students together



Râmnicu Valcea, Romania 21-22 May, 2026

The **2nd STEAM Congress** will bring the **STEAMbrace** community together in **Râmnicu Vâlcea, Romania**, for a new milestone dedicated to the future of STEAM education in Europe. The event will gather project partners, educators, students and institutional representatives to exchange experiences, present results and explore how interdisciplinary learning can respond to current educational challenges.

The programme reflects the diversity of the **STEAMbrace** approach: from measuring the impact of STEAM-based learning and exploring the role of microcredentials, to presenting

educational pilots, national STEAM contests, gender inclusion strategies and storytelling-based learning. The Congress will also place students at the centre through interactive STEAM classes led by local schools, including activities such as “**Waste into Light**” and “**Robots for STEAM Education.**”

More than a project event, the Congress will serve as a European space for dialogue, evidence and collaboration. By connecting research, classroom practice and young talent, **STEAMbrace** continues to strengthen its mission: building more inclusive, creative and future-oriented STEAM education across Europe.

[Learn more](#)

What to expect from the STEAM Congress 2026



The Congress will open with institutional representatives from Râmnicu Vâlcea, the Vâlcea County School Inspectorate, the Ministry of Education and the **STEAMbrace** coordination team, followed by a local artistic performance by students from the Art High School.

Throughout the day, sessions will explore key topics for the future of STEAM education, including impact measurement, microcredentials, educational pilots, STEAM learning during university pathways, national contests and the EuroFINAL. The afternoon programme will also address gender inclusion, storytelling in science education and teacher training for STEAM project design.

A dedicated feedback session will close the event, allowing participants to evaluate the Congress, reflect on next steps and continue building shared pathways for STEAM education in Europe.

[More information here!](#)

Young European talent shines at the STEAMbrace STEAM Contest Final



The **STEAMbrace STEAM Contest Final** brought young European talent to **Etopia, Zaragoza**, where student teams presented innovative ideas developed through STEAM education. The final gathered **13 delegations from Sweden, Croatia, Romania, Spain and Portugal**, with around **50 to 60 students** showcasing their creativity, teamwork and problem-solving skills.

Through their presentations, students demonstrated how science, technology, engineering, arts and mathematics can be combined to address real-world challenges. The event was not only a competition, but also a space for young people to communicate their ideas, defend their projects and experience what it means to become active creators of innovation.

The final also highlighted the collaborative strength of the **STEAMbrace** consortium, with representatives from **EDELVIVES, AIJU, Academia de Inventores, Maristas de Portugal, the Faculty of Economics and Business of the University of Zagreb, ATRV and Contactica**. By celebrating the participating teams and recognising the winners, the Contest reinforced one of the core messages of the project: STEAM education empowers students to imagine, create and lead.

[Learn more here!](#)

**From student ideas to European
collaboration**



Together, the **STEAM Contest Final** and the upcoming **2nd STEAM Congress** show how **STEAMbrace** is moving from activities to impact. Students are not only participating in STEAM learning; they are presenting ideas, testing solutions and becoming part of a wider European conversation on the future of education.

As the project continues to connect schools, universities, research centres and innovation ecosystems, **STEAMbrace** keeps building momentum towards a more inclusive and creative STEAM landscape across Europe.

[Click for more information](#)

**Relive the STEAM Contest Final
through our photo gallery**



The **STEAMbrace STEAM Contest Final** was full of creativity, teamwork and inspiring student presentations. To keep sharing this special milestone with our community, we have published a selection of photos from the event on the **STEAMbrace** website. Discover some of the best moments from the final at Etopia, Zaragoza, and see how young innovators from across Europe brought their STEAM ideas to life.

[Take a look at the pictures here!](#)

The STEAM Alliance

JOIN  **STEAM**
US AT THE **ALLIANCE**

STEAMBRACE

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!

Meet the Consortium

■ ■ EDELVIVES



University of
Zagreb



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