



STEAMBRACE

Bridging the gender gap in STEM education in Europe

STEAMbrace Newsletter #6: Looking Back at the STEAM Congress 2026 and Moving Forward



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**, inclusive STEAM education grows through collaboration, creativity and shared action. The **2nd STEAM Congress 2026** in Râmnicu Vâlcea, Romania, brought together partners, educators, students, and institutions to reflect on project progress and explore the future of STEAM learning. From impact measurement and microcredentials to educational pilots, gender inclusion, storytelling and student-led classes, the Congress highlighted how **STEAMbrace** is turning ideas into impact across Europe.

Following this milestone, the project is moving forward with resources and opportunities for the **STEAMbrace** community.

The website brings together blog articles, an interactive infographic on inspiring women in STEAM, a growing documentaries section, updates from the **STEAM Digital Hub** and new ways to join the **STEAM Alliance for Europe**. Together, these actions help make results more visible, accessible and useful for educators, students and stakeholders.

[Learn more](#)

STEAM Congress 2026: A Milestone for Inclusive STEAM Education



The **STEAM Congress 2026** brought the **STEAMbrace** community together in Râmnicu Vâlcea, Romania, for a full day dedicated to educational innovation, student engagement and European collaboration.

The event gathered around **250 participants**, including consortium members, teachers, invited guests and students, creating a vibrant space to exchange experiences and explore the future of STEAM education in Europe. Through institutional speeches, expert

sessions, student-led activities and plenary discussions, the Congress showed how science, technology, engineering, arts and mathematics can support more inclusive, creative and impactful learning pathways.

More than a project event, the Congress became a meeting point for ideas, creativity and cooperation. It highlighted the importance of connecting classroom practice with European collaboration, while keeping students and teachers at the centre of the **STEAMbrace** approach.

[Learn more](#)

From the Congress to the Classroom: What we Learned



The **STEAM Congress 2026** reflected the diversity of the **STEAMbrace** project.

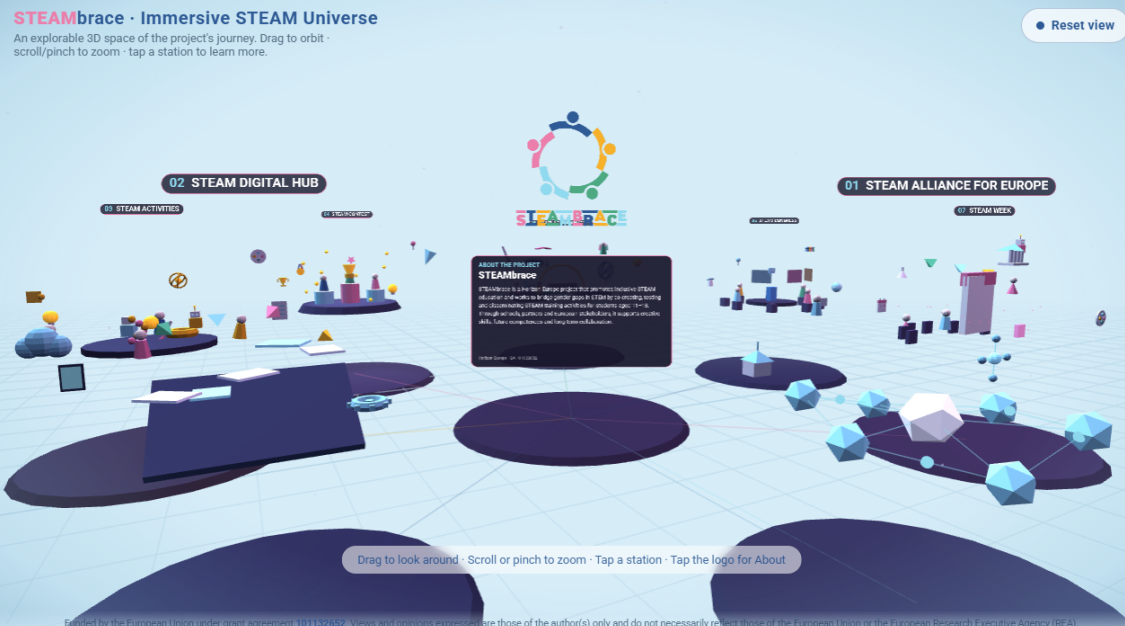
Throughout the event, participants explored topics such as impact measurement, microcredentials, educational pilots, gender inclusion, story-based learning and teacher training. Student-led STEAM classes also played an important role, showing how young people can become active participants in learning, innovation and problem-solving.

One of the key messages from the Congress was clear: **STEAM education works best when it connects knowledge with creativity, collaboration and real-life challenges.**

As STEAMbrace moves forward, these lessons will continue to inspire new project resources, communication activities and opportunities for the wider community.

[More information here!](#)

**Explore the Immersive STEAMbrace
Universe**



STEAMbrace has launched a new **interactive infographic** designed to present the project's main pillars in a more visual, engaging and accessible way.

The **Immersive STEAMbrace Universe** invites visitors to explore the key areas that define the project, from inclusive STEAM education and gender equality to educational innovation, student participation, digital resources and European collaboration.

Through an interactive experience, users can discover how the different components of **STEAMbrace** are connected and how they contribute to the project's mission: making STEAM education more creative, inclusive and inspiring for young people across Europe.

This new resource helps bring the project closer to students, educators, institutions and stakeholders by transforming complex project information into a clear and immersive digital journey.

[Learn more here!](#)

New Articles on the STEAMbrace Blog



The **STEAMbrace** website continues to grow with new articles exploring key project milestones, educational ideas and reflections on inclusive STEAM education.

Recent articles include a full recap of the **STEAM Congress 2026** and a new reflection on the role of the **Arts in STEAM**, highlighting how artistic expression, creativity and cultural dialogue can enrich science, technology, engineering and mathematics learning. The Arts in STEAM article also connects this topic with the artistic performance held during the 2026 Congress in Romania.

These articles help document the project's progress while making **STEAMbrace** results more accessible to educators, institutions, stakeholders and the general public.

[Read the latest articles](#)

STEAMbrace Documentaries:
Watch the Project in Action



The **STEAMbrace video gallery** is now available on the project website, bringing together audiovisual content that shows the project's activities, resources and community in action.

Through documentaries and video highlights, visitors can discover how teachers are bringing STEAM into the classroom, how the **STEAM Digital Hub** supports educators across Europe, and how project activities are helping to promote inclusive and creative learning experiences.

These videos offer a more visual way to understand the **STEAMbrace** journey and to share its results with a broader audience.

[Watch the documentaries here!](#)

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!](#)

Meet the Consortium

 **EDELVIVES**



University of
Zagreb



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