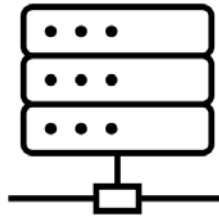
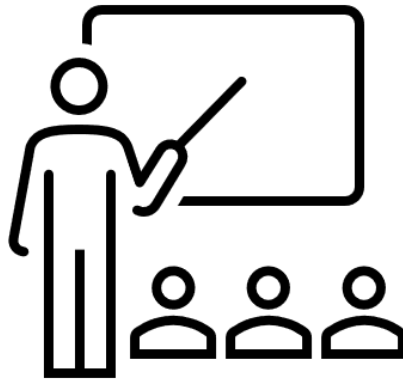


O₂



Input from O1

- **O1-A1:** Investigation of existing competence frameworks
- **O1-A2:** Investigation of cloud tools to empower a STEAME hybrid activity



- O1-A3: STEAME activity guidelines and Hybrid L&C plan template
- O1-A4: Development of the Blueprint Guidelines

- O_2

Curriculum
Deployment
Development
Operations



Actions

HYBRID STEAME
ENVIRONMENT

A1

M3

EXAMPLES FOR
HYBRID GROUP
WORK with guidel
ines for teachers

A2

M7

M3

M7

PILOTING AND
EVALUATION

A1

M12

M13

M12

M13

A3

M15

A2

M15

M20

M20

A3

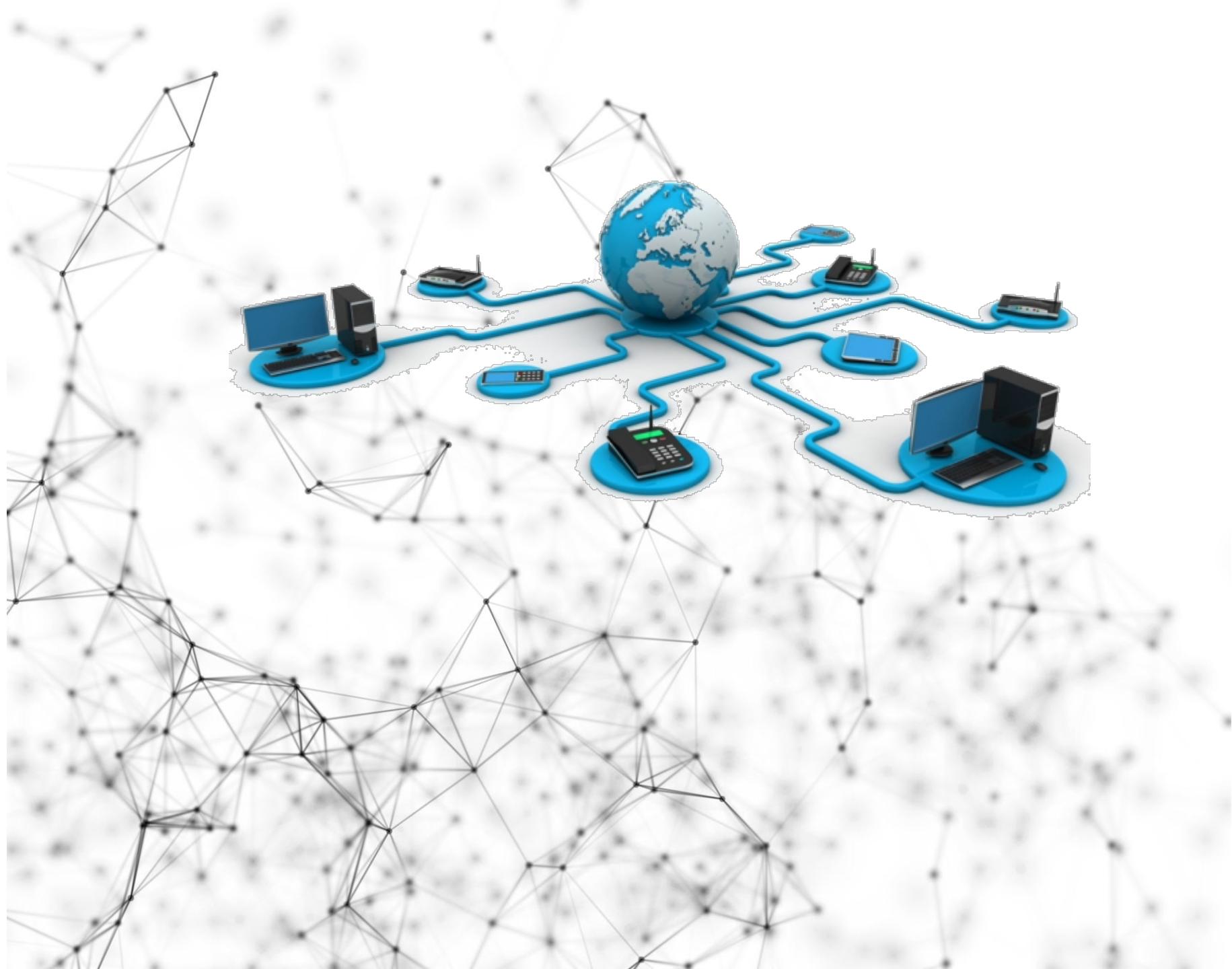
Deploy – Develop - Operate



Use SaaS



O1-A1 Hybrid STEAME Environment



Learning Management System (LMS): Use open source LMS with a custom-designed layout and functionality that will be able to support the educational methodology. The system will be responsive and will aim to reduce the “clicks” required for a student or teacher to navigate to and through the learning module.

M3

M6

Custom tailored module format

M4

M10

Classroom Synchronous Teaching

M4

M10

Group based Work

M7

M11

Student with special needs in Hybrid Environment

M10

M12

Curriculum

M9

M12

O2 – A2
EXAMPLES FOR
HYBRID GROUP
WORK with
guidelines for
teachers



Creating a learning activity focused on the engagement of students and teachers in an online environment (for teaching, investigation and cooperation) prepared and run in the customized environment.

M7

M9

Developing an approach to discuss the engagement aspects and proceed rapid and direct introduction to the peer facilitation as a trusted tool to increase engagement of students.

M10

M15



Pilot and Evaluate

- Design the Pilot
- Deploy the scenarios
- Evaluate procedures, methodology and system
- Suggestions for improvement

C1 Training Course

M12

M17

Piloting the STEAME Hybrid learning environment with teachers and students.

The experiment may take several weeks in duration or one full week, depending on the programme flexibility of the school involved.

M18

M20