



“Blueprint Guidelines and Policy Recommendations”

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Newsletter

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NEWS

STEAME GOES HYBRID project 8 months later...

The STEAME GOES HYBRID project is a continuation of the STEAME project, coordinated by the Cyprus Mathematical Society. The aim of both projects is to design and develop STEAME Schools. STEAME stands for “Science, Technology, Engineering, Arts, Mathematics and Entrepreneurship”.

The STEAME GOES HYBRID project will develop innovative learning practices in the Digital Era we live in, by developing new educational, learning and training methods for moving school based STEAME activities to online and distance STEAME activities so to formulate a hybrid approach. In this newsletter we present some of the outputs and results of the project useful for teachers and education policy makers.

The coordinator is the Cyprus Mathematical Society and the partners are: Leafnet Ltd (Cyprus), DOUKAS School (Greece), University of the Aegean (Greece), Pedagogical University of Krakow (Poland), ITC Pacle Morante Limbiate (Italy), European Digital Learning Network (Italy), Asociatia "Institutul Pentru Dezvoltarea Evaluarii in Educatie" (Romania).

To communicate with the project, write to info@steame-hybrid.eu

Focus groups on Every partner country

Two sets of focus groups were conducted by all partner countries. One set of focus groups consisted of experts to validate and provide feedback on the set of competences, that a teacher is necessary to have to implement hybrid STEAME learning activities. The other set of focus groups consisted of teachers and indicated a list of cloud tools that can empower a STEAME hybrid activity. A European Focus group report was prepared including all the above-mentioned information and policy recommendations to improve hybrid STEAME learning in schools.

For the Consolidated European Focus group report click [HERE](#)

MORE RESULTS COMING UP

STEAME GOES HYBRID Blueprint at a glance: Policy Recommendations

Based on the results of the Blueprint Guidelines for Hybrid STEAME activities and the Training programme for facilitating the implementation of STEAME Learning and Creativity Plans, the policy recommendations developed by the STEAME GOES HYBRID project will be a reference document for key actors operating in the school sector, with the ambition to visualize the EU way towards the implementation of hybrid learning frameworks in schools, particularly related to STEAME activities.

The area of investigation will be very specific on the holistic application of hybrid methodologies for STEAME and will be enriched by the awareness and experience brought by COVID19 into school education systems. The objective is to formulate measures and recommendations to start a capacity building's process for schools to enhance their responsiveness and crisis management through the model proposed by the project. STEAME goes HYBRID Policy Recommendations will help policy and decision makers to lead the transition from traditional schools to hybrid schools, towards a definition of a reformed European Education Area. At the same time, on a broader level, they aim at raising public awareness on the implications of digital readiness for school communities, providing evidence-based input.

STEAME goes HYBRID Blueprint at a glance: Hybrid School Label

Do you want to give more visibility to the hybrid innovation implemented by your school? Do you want to certify its hybrid education readiness?

The HYBRID SCHOOL LABEL produced by STEAME goes HYBRID will be a brand-new certification aimed to attest the appropriate level of hybrid education readiness reached by schools.

The Blueprint Guidelines for Hybrid STEAME activities and the Training programme for facilitating the implementation of STEAME Learning and Creativity Plans will contribute to the identification of the eligibility criteria to be fulfilled in order to obtain the label.

Schools applying for the Hybrid Label will undergo a thorough process of self-evaluation of their hybrid/digital accomplishments at multiple levels, prompting a holistic analysis of their current digital performance provided by all the different subjects of its community (executives, board members, teachers, administrative personnel).

The focus will be placed not only on the need to procure modern high-level digital tools and services, but also on the provision of digital competences for the full school community. Digital education readiness, in fact, should be seen as a regular process rather than a final result to be reached. The Hybrid Label will produce the effect of acknowledging and showcasing the commitment of that particular school towards high-quality digital education.

The project consortium is currently working on developing the label. Follow us and stay tuned, the certification process will be available in a few months!

IO1: Blueprint Guidelines for Hybrid STEAME activities (online and distance blended project-based learning)

The STEAME GOES HYBRID project will develop hybrid Learning and Creativity (L&C) plans to implement STEAME activities as part of the Intellectual Output 1. Also, the project will soon develop **Blueprint Guidelines for Hybrid STEAME activities**. The main elements of the guidelines will be the STEAME Hybrid competence framework, a set of available tools and a proposition for the use of a common L&C template to describe the learning process and list the resources to be used. Stay tuned!

EVENTS AND ACTIVITIES

Transnational Project Meeting in Cyprus

The project consortium had the chance to meet some of the partners face to face for the first time during the Kick-off hybrid meeting held in Cyprus on June 26-27, 2021. The partners discussed various matters like the dissemination and quality assurance strategy of the project. The next steps of actions, including the organisation of focus groups as part of gathering information to complete the Intellectual output 1 of the project. The meeting was insightful and a great opportunity to meet all the partners.



Transnational Project Meeting in Poland

The second transnational project meeting was hosted in Krakow, Poland by the Pedagogical University of Krakow. In this meeting the consortium discussed the progress of the Intellectual Output 1: Blueprint Guidelines for Hybrid STEAME activities and decided on the next tasks to complete the output. In addition, discussions were made in regards to the Intellectual Output 2: Training programme for facilitating the implementation of STEAME L&C Plans by SE teachers and Piloting the Blueprint Guidelines. Within the discussions on IO2, decisions were made on the format of the STEAME GOES HYBRID e-learning online platform to support the learning material and educational methodology in different languages, which will enable the interactive education and learning between school students and teachers but also empower learners (students of grades 7-12) to participate in STEAME activities under project-based learning with hybrid environment.



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