



“Blueprint Guidelines and Policy Recommendations”

www.steame-hybrid.eu

Newsletter

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Issue No 2

NEWS

STEAME GOES HYBRID project 12 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 develop elements in support of STEAME Education. STEAME stands for “Science, Technology, Engineering, Arts, Mathematics and Entrepreneurship”.

The STEAME GOES HYBRID project develops 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 current 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 Paole 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 or projects@cms.org.cy

THE STEAME HYBRID PLATFORM IS READY

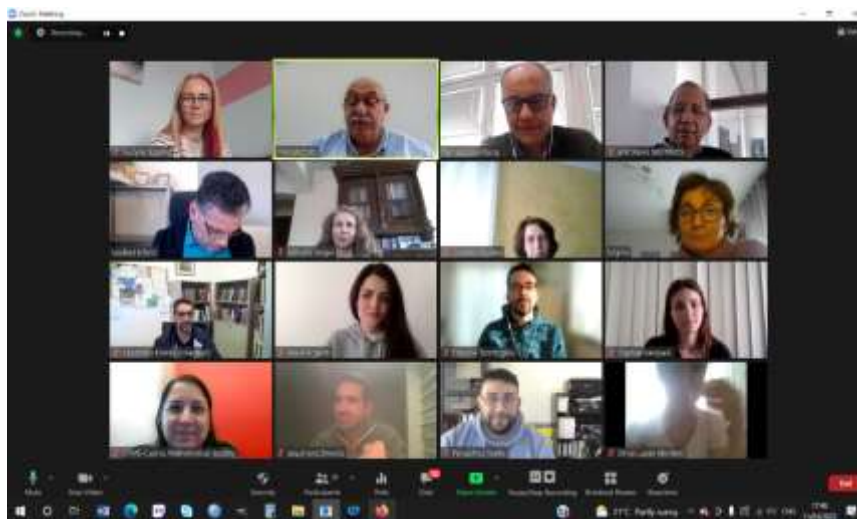


We are excited to announce that the STEAME goes Hybrid platform is up and running for testing. Soon, we will start uploading learning material in different languages, which will enable interactive education and learning between school students and teachers but also empower learners to participate in STEAME activities under project-based learning in a hybrid environment. You can find the STEAME HYBRID platform [HERE](#) and create your own account.

EVENTS AND ACTIVITIES

Online Project Meeting

The project consortium held an online meeting on the 11th of April, 2022, where partners were introduced to the STEAME Hybrid platform and were demonstrated its operation. There was also deliberation on the C1 training program addressed to STEAME teachers and partners, which will be taking place in AthensGreece between 19 July 2022 and 22 July 2022. All of the above are crucial for Intellectual Output 2: Training program for facilitating the implementation of STEAME L&C Plans by SE teachers and Piloting the Blueprint Guidelines.



STEAME HYBRID TRAINING COURSE

Teachers and educators are invited to participate in the three-day STEAME GOES HYBRID training course, organized to pilot the Training Program addressed to STEAME teachers. Participation is free.

You can view the detailed Preliminary Program of the STEAME GOES HYBRID training course [HERE](#).

If you are interested to participate in the STEAME GOES HYBRID Training Course, please contact us at info@steame-hybrid.eu and projects@cms.org.cy . Number of places are limited.

EUROPEAN STEAME Conference 2022 : Invitation

Teachers and Researchers are invited to participate in the EUROPEAN STEAME Conference organized in cooperation with the EU Funded Project: “STEAME-HYBRID: Blueprint Guidelines and Policy Recommendations”, coordinated by the Cyprus Mathematical Society. The conference is open for presentations of related topics under STEAME learning for all levels of School Education and will take place on 27 June – 1 July 2022, in Thessaloniki, Greece.

Click [HERE](#) for more information about the STEAME Conference.

EDUCATION 2.0 Conference in Dubai

Prof. Gregory Makrides, coordinator of the STEAME goes Hybrid project was awarded on March 23, 2022 with the International award “International Recognition for Outstanding Services and Leadership in Education”, as part of the EDUCATION 2.0 conference organized in Dubai, UAE.

At the same conference, Prof. Makrides was one of the keynote speakers with the title “The Paradigm Shift to Education 4.0: The STEAME School of the Future”. In his speech he presented among others, results from European projects such as STEAME, STEAME-GOES-HYBRID, L-Cloud, BYOD-Learning, ONLIFE, INNOMATH, FACILIATATE-AI, STEAME-Students and others, in which he has a coordinating role in their results. Innovations from these projects are key to the educational system aiming to evolve towards EDUCATION 4.0.



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