



Project Title: "STEAME GOES HYBRID: Blueprint Guidelines and Policy Recommendations"
Reference Number: 2020-1-CY01-KA226-SCH-082675
Implementation period: May 2021 – April 2023

Quality Assurance Indicators

IM. Indicators of project Management Level

QUALITATIVE INDICATORS:

- IM.1 Number of Meetings carried out
- IM.2 Number of deliverables submitted on time
- IM.3 Number of budget revisions
- IM.4 Number of reallocation of responsibilities
- IM.5 Quality of Project Management- delays in delivering results
- IM.6 Effectiveness of Coordination - Issues and problems detected in coordination
- IM.7 Effectives of monitoring and evaluation - partners & Coordinator compliance with quality monitoring process tasks
- IM.8 Effectiveness of quality arrangements- rate of compliance with recommendations and amendment according to the problems detected

Target	6 months	12 months	18 months	24 months
1	1	2		
100%	N/A	100%		
0	0	0		
<10%	0	0		
<20%	0	0		
<20%	5%	2%		
100%	100%	100%		
100%	100%	100%		

IQ. Project Quality & Impact Level Indicators

QUANTITATIVE INDICATORS:

- IQ.1 Number of multiplier events organised (1 local event per partner)
- IQ.2 Number of partners' meetings
- IQ.3 Number of C1 trainings
- IQ.4 Number of visits on the project website
- IQ.5 Number of stakeholders reached
- IQ.6 Reaction to Social Media communication
- IQ.7 Number of subscribers to the project Newsletters
- IQ.8 Number of Ministries of Education of EU neighbourhood countries reacting to the information and invitation to the project's solution and policy recommendation

Target	6 months	12 months	18 months	24 months
5	N/A	N/A		
4	1	2		
1	N/A	N/A		
60 (per month)	550	2157		
>50000	4886	18650 (TV 700000)		
>200	87	103		
>200	0	5		
>5	N/A	N/A		

QUALITATIVE INDICATORS:

- IQ.9 Interest and articles written by journalists about the project's results and course that will be developed
- IQ.10 Interest generated by educational policy makers and their comments on this project
- IQ.11 Interest in participation in the HYBRID STEAME Symposium to be organized within the annual EUROMATH & EUROSOCIENCE pupils conference
- IQ.12 European Ministries of Education or Municipalities reacting to the Policy Recommendations by requesting to receive the report

>2	0	0		
>5	5	10		
>50	24	64		
>5	N/A	2		

I. Intellectual Outputs Indicators

IO1. Blueprint Guidelines for Hybrid STEAME activities

IO1-A1: Investigation of existing competence frameworks

- I1. The investigation and analysis of existing competence frameworks helped to smoothly point out the set of competences
- I2. Number of Focus Groups of experts conducted (One per partner country)
- I3. Number of Focus Group participants (3 per focus group conducted)

Target 6 months 12 months 18 months 24 months

100% by month 6	N/A	100%		
100%	100%	100%		
5	4	5		
>15	8 focus groups with 36 participants	10 focus groups with 44 participants		
100% by month 6	100%	100%		
100% by month 6	100%	100%		
3	2	3		
>15	8 focus groups with 36 participants	10 focus groups with 44 participants		
100% by month 6	100%	100%		
>5	N/A	5		
90% by the end of month 6 and 100% by the month 12	70%	100%		
90% by the end of month 6 and 100% by the month 12	N/A	100%		
<20%	5%	0%		

IO1-A2: Investigation of cloud tools to empower a STEAME hybrid activity

- I4. Results have been presented in a report
- I5. Number of Focus Groups of experts conducted (One per School partner)
- I6. Number of Focus Group participants (2 to 3 per focus group conducted)

IO1-A3: STEAME activity guidelines and Hybrid L&C plan template

- I7. Number of Hybrid STEAME L&C plans Created

IO1-A4: Development of the Blueprint Guidelines

- I8. Creation of guidelines that will target STEAME teachers

- I9. Delays in the development of Output 1

IO2. Training Programme for facilitating the implementation of STEAME L&C Plans by SE teachers and Piloting the Blueprint Guidelines

O2-A1: HYBRID STEAME ENVIRONMENT: The development of an online environment for training and updating teaching skills for teachers to integrate online and/or blended technologies in SE

- K1. The development of an online environment for training

O2-A2: EXAMPLES FOR HYBRID GROUP WORK with guidelines for teachers

Target 6 months 12 months 18 months 24 months

30% by month 6, 80% by month 12 and 100% by month 18	30%	80%		
30% by month 6, 80% by month 12 and 100% by month 18	30%	80%		
70% by month 12, 100% by month 18	N/A	100%		



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Quality Assurance Indicators

K2. Creation of guidelines for teachers	0% by month 6, 80% by month 12, 100% by month 18	N/A	80%		
O2-A3: PILOTING AND EVALUATION					
K3. Piloting through training course (C1)	0% by month 12, 80% by month 18, 100% by month 24	N/A	N/A		
K4. Number of Modules created	9	N/A	N/A		
K5. The school partners have effectively piloted the STEAME Hybrid learning environment with teachers and students	100%	N/A	N/A		
K5.1. All activities have been effectively recorded and evaluated	100%	N/A	N/A		
K6. Delays in the development of Output 2	<20%	N/A	N/A		
IO3. STEAME HYBRID Blueprint at a glance: Policy Recommendations and School Label Development					
O3-A1: Terms of Reference					
E1. Analysis of the project results and impact through a research brief	100% by month 12	N/A	100%		
O3-A2: First draft of the policy recommendations					
E2. Formation of a set of policy recommendations	0% by month 6, 20% by month 12, 100% by month 18	N/A	20%		
O3-A2.1: Design of the Label					
E3. The definition of the eligibility criteria to be set for awarding	0% by month 12, 100% by month 18	N/A	N/A		
O3-A3: Stakeholder's consultation					
E4. Number of stakeholders reached (at least 5 per partner)	>40	N/A	N/A		
E5. Feedback effectively gathered through the evaluation	100%	N/A	N/A		
O3-A4: Final release					
E6. The final version of the output was effectively and smoothly produced	100% by month 24	N/A	N/A		
E7. Delays in the development of Output 3	100%	N/A	N/A		
	<20%	N/A	N/A		