



**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 Effectiveness 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			
100%	N/A			
0	0			
<10%	0			
<20%	0			
<20%	5%			
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			
4	1			
1	N/A			
60 (per month)	550			
>50000	4886			
>200	87			
>200	0			
>5	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 & EUROSCIENCE pupils conference
- IQ.12 European Ministries of Education or Municipalities reacting to the Policy Recommendations by requesting to receive the report

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

#### 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%			
5	4			
>15	8 focus groups with 36 participants			

###### 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)

100% by month 6	100%			
100% by month 6	100%			
3	2			
>15	8 focus groups with 36 participants			

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

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

100% by month 6	100%			
>5	N/A			

###### IO1-A4: Development of the Blueprint Guidelines

- I8. Creation of guidelines that will target STEAME teachers
- I9. Delays in the development of Output 1

90% by the end of month 6 and 100% by the month 12	70%			
90% by the end of month 6 and 100% by the month 12	N/A			
<20%	5%			

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

###### IO2-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

Target	6 months	12 months	18 months	24 months
30% by month 6, 80% by month 12 and 100% by month 18	30%			
30% by month 6, 80% by month 12 and 100% by month 18	30%			
70% by month 12, 100% by month 18	N/A			

###### IO2-A2: EXAMPLES FOR HYBRID GROUP WORK with guidelines for teachers



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