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

Quality Assurance Indicators

IM. Indicators of project Management Level

QUALITATIVE INDICATORS:

Target	6 months	12 months	18 months	24 months
	1	2	3	4
100%	N/A	100%	100%	100%
0	0	0	0	0
<10%	0	0	0	0
<20%	0	0	0	0
<20%	5%	2%	0%	0%
100%	100%	100%	100%	100%
100%	100%	100%	100%	100%

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 deliverng 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 qulity arrangments- rate of compliance with recommendations and amendment according the problems detected

IQ. Project Quality & Impact Level Indicators

QUANTITATIVE INDICATORS:

Target	6 months	12 months	18months	24 months
5	N/A	N/A	1	5
4	1	2	3	4
1	N/A	N/A	1	1
60 (per month)	550	2157	3497	4651
>50000	4886	18650 (TV 700000)	62090 (TV 700000)	81714 (TV&Radio 910K)
>200	87	103	1212	3310
>200	0	5	8	14
>5	N/A	N/A	N/A	10

IQ.1 Number of multiplier events orginised (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 reached with the information and invitation to the project's solution and policy recommendations

QUALITATIVE INDICATORS:

Target	6 months	12 months	18 months	24 months
>2	0	0	1	3
>5	5	10	13	16
>50	24	64	100	367
>5	N/A	2	2	24

IQ.9 Interest 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 reached with the Policy Recommendations by requesting to receive the report

I. Intellectual Outputs Indicators
IO1. Blueprint Guidelines for Hybrid STEAME activities

Target	6 months	12 months	18 months	24 months
100% by month 6	N/A	100%	100%	100%
100%	100%	100%	100%	100%
5	4	5	5	5
>15	8 focus groups with 36 participants	10 focus groups with 44 participants	10 focus groups with 44 participants	10 focus groups with 44 participants
100% by month 6	100%	100%	100%	100%
100% by month 6	100%	100%	100%	100%
3	2	4	4	4
>15	8 focus groups with 36 participants	10 focus groups with 44 participants	10 focus groups with 44 participants	10 focus groups with 44 participants
100% by month 6	100%	100%	100%	100%
>5	N/A	5	6	6
90% by the end of month 6 and 100% by the month 12	70%	100%	100%	100%
90% by the end of month 6 and 100% by the month 12	N/A	100%	100%	100%
<20%	5%	0%	0%	0%

O1-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)

O1-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)

O1-A3: STEAME activity guidelines and Hybrid L&C plan template

I7. Number of Hybrid STEAME L&C plans Created

O1-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

	Target	6 months	12 months	18 months	24 months
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	30% by month 6, 80% by month 12 and 100% by month 18	30%	80%	100%	100%
K1. The development of an online environment for training	30% by month 6, 80% by month 12 and 100% by month 18	30%	80%	100%	100%
O2-A2: EXAMPLES FOR HYBRID GROUP WORK with guidelines for teachers	70% by month 12, 100% by month 18	N/A	100%	100%	100%
K2. Creation of guidelines for teachers	0% by month 6, 80% by month 12, 100% by month 18	N/A	80%	100%	100%
O2-A3: PILOTING AND EVALUATION					
K3. Piloting though training course (C1)	0% by moth 12, 80% by month 18, 100% by month 24	N/A	N/A	80%	100%
K4. Number of Modules created	9	N/A	N/A	9	9
K5. The school partners have effectevly piloted the STEAME Hybrid learning environment with teachers and students	100%	N/A	N/A	100%	100%
K5.1. All activities have been effectively recorded and evaluated	100%	N/A	N/A	N/A	100%
K6. Delays in the development of Output 2	<20%	N/A	N/A	N/A	11%

IO3. STEAME HYBRID Blueprint at a glance: Policy Recommendations and School Label Development

	Target	6 months	12 months	18 months	24 months
O3-A1: Terms of Reference	100% by month 12	N/A	100%	100%	100%
E1. Analysis of the project results and impact through a research brief	0% by month 6, 100% by month 12	N/A	100%	100%	100%
O3-A2: First draft of the policy recommendations	20% by month 12, 100% by month 18	N/A	20%	100%	100%
E2. Formation of a set of policy recommendations	0% by month 6, 20% by month 12, 100% by month 18	N/A	20%	100%	100%
O3-A2.1: Design of the Label	0% by month 12, 100% by month 18	N/A	N/A	100%	100%
E3. The definition of the eligibility criteria to be set for awarding	0% by month12, 100% by month 18	N/A	N/A	100%	100%
O3-A3: Stakeholder's consultation	100% by month 24	N/A	N/A	N/A	100%
E4. Number of stakeholders reached (at least 5 per parnter)	>40	N/A	N/A	N/A	40
E5. Feedback effectively gather through the evaluation	100%	N/A	N/A	N/A	100%
O3-A4: Final release	100% by month 24	N/A	N/A	N/A	100%
E6. The final version of the output was effectively and smoothly produced	100%	N/A	N/A	N/A	100%
E7. Delays in the development of Output 3	<20%	N/A	N/A	N/A	0%