

The **STEAM3D** project aims to increase the interest of secondary school students and teachers in VET education, as they will be in demand on the labour market. Specifically, the project aims to raise interest in STE(A)M careers and get them to pursue their professional and transversal skills as well as non-trivial competences that will set them apart from other applicants in the labour market.

#### COORDINATOR



#### PARTNERS



[www.steam3dacademy.eu](http://www.steam3dacademy.eu)



[www.steam3d-academy.eu](http://www.steam3d-academy.eu)



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ERASMUS+ KA2 STRATEGIC PARTNERSHIP IN VET



# STEAM3D ACADEMY

**"Climate change is the most important crisis humanity has ever faced."**

**– Greta Thunberg**

## RATIONALE

Rapidly-changing rules that govern the competitive labour market force teachers, educators and also students to respond to the needs of the economy. The needs of the changing world also entail huge educational challenges. STEAM aims at helping secondary school students be able to succeed in their higher levels of education, however, according to the EU policy in VET sector on average, 50% of young Europeans aged 15-19 participate in I-VET at upper secondary level.

## AIMS AND OBJECTIVES

- Raise the interest in VET and STEAM careers;
- Boost STEAM-based approach on key competences and skills;
- Improve knowledge and awareness of environmental issues such as climate change, renewable energy sources, smog and carbon footprint;
- Acquire and enhance specific knowledge in design, technology and specialised graphic design software platforms, taking into account the selected environmental issues;
- Develop passions and professional skills leading to the choice of a career path.

## TARGET GROUPS

- VET Students
- VET trainers/educators/organisations/Institutions

## PRODUCTS

- A green best practice guide
- 3 podcasts on green good practices
- A design course “The Art of Green Districts”
- Interactive teaching materials and complimentary lesson plans in the form of a course on the Moodle platform
- Guidelines on Online Badge System
- A Young Engineer’s e-Portfolio (YEP) Handbook

## EXPECTED IMPACT

- YOUTH AGED 15-20 ENTERING THE LABOUR MARKET:

Their participation in the project will support their employability skills and their professional development as they will boost digital and media literacy, increase knowledge and awareness regarding environmental issues, gain and expand specific knowledge in the field of design, engineering and dedicated graphic design software platforms

- EDUCATORS IN THE FIELD OF ENGINEERING, DESIGN, ENVIRONMENT:

Their professional and personal profiles will be strengthened/enriched as innovators that have an impact on the environment they live in and the successful careers of students. It will provide the opportunity to reflect on available tailor-made curricula, so that they respond to real-life needs, preparing students to function successfully in the labour market. The project will boost their digital literacy in STEAM-based subjects.

