

STEAM3D ACADEMY



ERASMUS KA2, PROJECT NO: 2021-1-PL01-KA220-VET-00002979

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OUR NEW PROJECT

WHAT IS IT ABOUT?

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. The STEAM3D project's overall aim is to open up career opportunities for VET students (ages between 15-20) specialised in engineering, thus pursuing green economy and digital transition so as to match the demands of dynamically changing labour market. We intend to set up a well-structured green best practice guide and a design course and finally a young engineer's e-portfolio handbook.



1.



DURATION

24 months

2.



OUTPUTS

IO1 Green Best Practice Guide
IO2 Design Course "The Art of
Green Districts"
IO3 A Young Engineer's
e-Portfolio (YEP) Handbook

3.



PARTNERS

1. STOWARZYSZENIE
OŚWIATOWE EDUKATOR"
2. DOMSPAIN SLU
3. e-Nable Greece
4. A & A Emphasys Interactive
Solutions Ltd
5. NIKANOR LTD
6. 4 EPAL KAVALAS

PROJECT GOALS

STEAM3D project gives the sound opportunity to strengthen the vocational skills of VET students specialised in engineering through the setting up of a well-structured outcomes through which they will:

- boost knowledge and awareness regarding environmental issues such as: climate change, renewable energy sources, smog and carbon footprint;
- gain and expand specific knowledge in the field of design, engineering and dedicated graphic design software platforms taking the selected environmental issues into account while designing;
- develop passions and vocational competences leading to the choice of a career pathway;
- boost digital and media literacy for effective online promotion purposes;
- increase interest in STEAM-based approach to acquire peculiar skills, making their position in the labour market stronger than ever;
- increase employability opportunities through the development of specific skills.

TARGET GROUPS

60 secondary VET school students (15-20) specialised in engineering who intend to expand their knowledge, skills and competences which will allow them to work more effectively and competitively on the EU labour market.

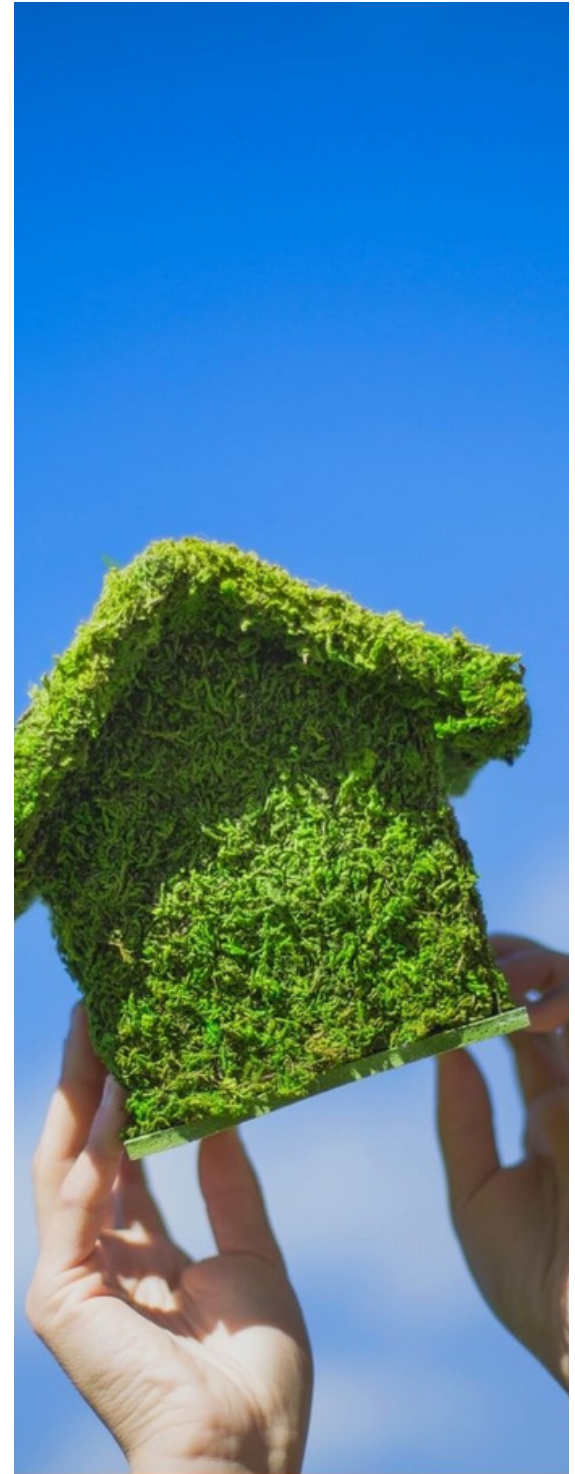
12 VET schools/VET organizations - institutions that provide educational opportunities focusing on technological, economical, social and cultural development to people who intend to expand their knowledge as well as vocational, specific and unique skills and to receive a proper degree.

30 teachers/educators in the field of engineering, design, environment who want to make sure that students are well engaged in the subjects of Science, Technology, Engineering, Arts and Math (STEAM).

24 stakeholder institutions/organizations/practitioners dealing with youth's career guidance, youth employability and extracurricular activities (ECA) and organizations/NGOs focusing on recognition of nonformal learning.

275 individuals will participate in multiplier events presenting project outcomes and results.

60 - virtual attendees



"BUILDING A CLIMATE-NEUTRAL, GREEN, FAIR AND SOCIAL EUROPE."

KICK OFF MEETING

Our kick-off meeting took place in Lodz Poland at the 20-21 of December 2021. We discussed about the outputs of the project, the special role of each partner and their responsibilities and we defined the next significant dates for our work plan.



FIND MORE ABOUT OUR PARTNERS



COMMUNICATE WITH US

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