Partnership

7 partners from 5 European countries are involved in the project:

- University of the Basque Country UPV/EHU (Spain)
- DHBW – Baden-Wuerttemberg Cooperative State University (Germany)
- Pixel (Italy)
- University of Peloponnese (Greece)
- University of Perugia (Italy)
- Kaunas University of Technology (Lithuania)
- Fundación para la Formación Técnica en Máquina-Herramienta (Spain)

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SteamXActive

STEAM ACTIVE PROJECT

Technological evolution generates the necessity for innovation in companies. Education needs to produce meaningful learning, developing competencies that prepare university students to meet further needs.

Another need in the engineering field is the fight against gender inequality both in higher education and in companies.

WHO IS STEAM-ACTIVE FOR?

The project is addressed to:

- University engineering teachers;

- Engineering Students.

WHY DO WE DO IT?

The purposes of STEAM-Active project are:

- Improve the capacity of the higher education educational offer in the engineering of new teaching and learning active methods;

- Tackle engineering student underachievement and gender inequality;

- Provide university lecturers with STEAM-based methodological approaches and teaching tools;

- Provide universities with consistent, re-usable and up-scalable teaching-Learning sequences based on the STEAM methods AIMS and structured around the circular economy.

WHAT DO WE WANT TO ACHIEVE?

- A **Protocol for Teachers** that will illustrate the framework of the STEAM project design methodology with active teaching methodologies;

- An **E-Learning-based training course** for engineering teachers that will include a theoretical description of STEAM approaches and of the implementation active methodologies;

- A **Collection of STEAM-based Teaching-Learning Sequences** that allow teachers to guide students in applying a project-based learning methodology to solve socio-scientific-technological situations.