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STEAME: Guidelines for Developing and Implementing STEAME Schools

Reference number: 2019-1-CY01-KA201-058240

Implementation period: November 2019 – October 2021

EUROPEAN STEAME SYMPOSIUM

(HYBRID)

23 JUNE 2021

Aliathon Resort, Paphos, Cyprus

Adonis conference room (+1)

PROGRAMME

Wednesday, 23 June 2021

Time	Action	Trainer	Media
10:00-10:15	Registrations		
10:15-10:30	Welcoming and Presentation of the STEAME project aims and objectives	G. Makrides	Physical
10:30-11:00	How to construct Learning & Creativity plans (Part One)	Y. Kotsanis, T. Economou	Physical
11:00-11:30	How to construct Learning & Creativity plans (Part Two)	G. Tsalakos, E. Papageorgiou	Physical
11:30-12:00	Coffee Break		
12:00-12:30	How to work on projects (Part One: Inquiry Based Learning, Project Based Learning)	G. Tsalakos, E. Papageorgiou	Physical
12:30-13:00	How to work on projects (Part Two: Peer questions)	T. Szemberg, J. Szpond	Physical
13:00-13:30	How to develop STEAME Schools (Type A and Type B Schools, survey results)	M. Koleva, D. Doykov, M. Trencheva	Online
13:30-15:30	Lunch Break		
15:30-16:00	Water is everywhere, but there is not a drop for us to drink	E. Dariou, A. Alexandrou	Physical
16:00-17:00	MUSICMATH METHODOLOGY: FRACTIONS ENSEMBLE	E. Roldan Roa, E. Roldan Roa, J. Antonio Roldan Villeras, M. Hernández Leal, A. Martínez Chávez	Physical
17:00-17:45	Discussion		