

NEWSLETTER

Issue 1/ November 2020

ABOUT STEAMY WONDERS

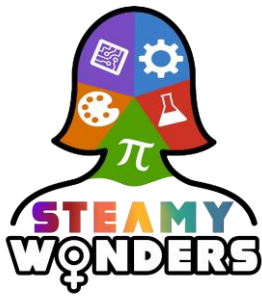
The STEAMY WONDERS project will develop a complete career and personal development curriculum built for women in the STEAM sector using a variety of challenge-based and problem-based learning resources. These new resources will be presented in a series of **Interactive Infographics** which have been steadily gaining popularity, both in digital and print formats in organizations and in education.

Each individual interactive infographic resource will comprise a series of **4 different learning elements** that get incrementally more difficult to address existing deficits and build different elements of the required career management skills. These elements will be presented using some combination of the following learning resource types - Role Model Video, PowToon Video, VideoScribe Video, Quiz or puzzle, Magazine type article, Digital Breakout, Online Educational Escape Room, WebQuest. Each element will be designed to achieve the key learning outcomes outlined in the value proposition that will be agreed for each interactive infographic.



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THE IDEA BEHIND THE PROJECT

In today's rapidly evolving economy women need to be aware that careers in the STEAM sector are a real possibility. While academia as a whole needs to do more to actively recruit women into STEAM majors, continuing vocational education and training has a key role to play in reducing shortages of skilled people to sustain the growing STEAM sector. Research studies highlight the **lack** of female STEAM **role models and mentors**; the shortage of STEAM **taster courses** for women; an unconscious **bias** against women within human resource professionals in STEAM focused companies; a significant **confidence-deficit** among women where the STEAM sector is concerned.

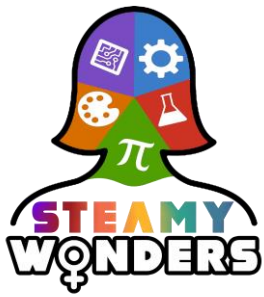
The aim of the STEAMY WONDER project is to pilot a multi-faceted educational intervention targeted at women of all ages to address these issues. It seeks to achieve a greater gender balance in the STEAM sector by:

- a) promoting a culture of scientific thinking among women using evidence-based reasoning for decision making especially where career planning is concerned;
- b) providing appropriate and tangible role model case studies to ensure women have the confidence to participate in an increasingly complex scientific and technological world;
- c) developing a bespoke toolkit of resources for women that address competencies for problem-solving, innovation, analytical thinking, critical thinking, spatial awareness relating to STEAM subjects;



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OUTPUTS

The project team will develop the following intellectual outputs:

- IO1 – Challenge-based Resources for Women in STEAM
- IO2 – In-service Training for VET Tutors
- IO4 – STEAMY WONDERS MOOC and Community of Practice



EXPECTED RESULTS

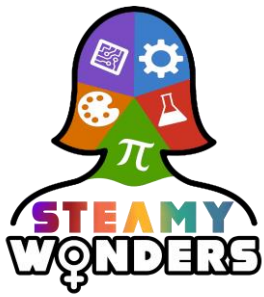
During the project life-cycle it is expected that:

- 35 interactive infographics will be developed in 6 partner languages;
- 49 VET tutors will complete the pilot of the in-service training programme developing skills to capitalize on the ubiquity and user friendliness of online environments for developing interactive and accessible learning resources while raising their awareness of STEAM opportunities for women;
- 280 women will engage with the resources and build their career management skills through the STEAMY WONDERS MOOC and become members of the STEAMY WONDER Community of Practice.



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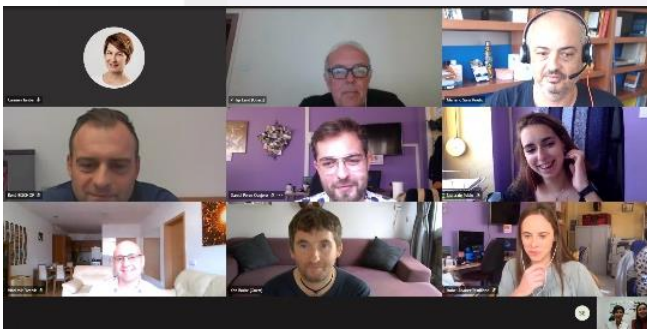
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FIRST VIRTUAL MEETING

The first partner meeting took place online on the 15th of October 2020.

The meeting started with an overall presentation of the project by CALLIDUS (lead applicant) and was followed by a presentation about the financial and administrative requirements of the project.

The partners discussed the shape of the upcoming outputs and activities and the division of work between them.



WHAT'S NEXT

The project team have started working on the preparation of the 'Challenge-based Resources for Women in STEAM', which comprise a toolkit of 35 interactive infographics addressing the personal deficits of individuals to enable them identify the right career choice in STEAM. It will address the motivational, confidence, planning, resilience and career management deficits that have been identified in research as key inhibitors of women in STEAM.



PROJECT PARTNERS

Callidus ustanova za obrazovanje odraslih (Croatia)

Spectrum Research Centre CLG (Ireland)

Hauptstadftallee 239 V V UG - Skills Elevation FHB (Germany)

SYNTHESIS Center for Research and Education (Cyprus)

Berufsförderungsinstitut Burgenland (Austria)

JAITEK TECNOLOGÍA Y FORMACIÓN SL (Spain)

ALIANCE LEKTORU a KONZULTANTU (Czech Republic)

HOW TO STAY CONNECTED

Follow the STEAMY WONDERS' social media:



www.steamywonders.eu



@SteamyWondersEU



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