

# STEAM3D ACADEMY



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

*Latest updates on this issue:*

## DETAILS ABOUT THE PROJECT:

- DESCRIPTION
- GOALS
- TARGET GROUPS

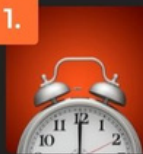
KICK OFF MEETING  
COMMUNICATION

## 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.



### Продължителност на проекта

24 месеца

2.



### интелектуални продукти

- IO1 Наръчник с добри зелени практики
- IO2 Обучителен курс "Изкуството на зелените райони"
- IO3 Младият инженер  
Отлайн портфолио

3.



### партньори

- 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.

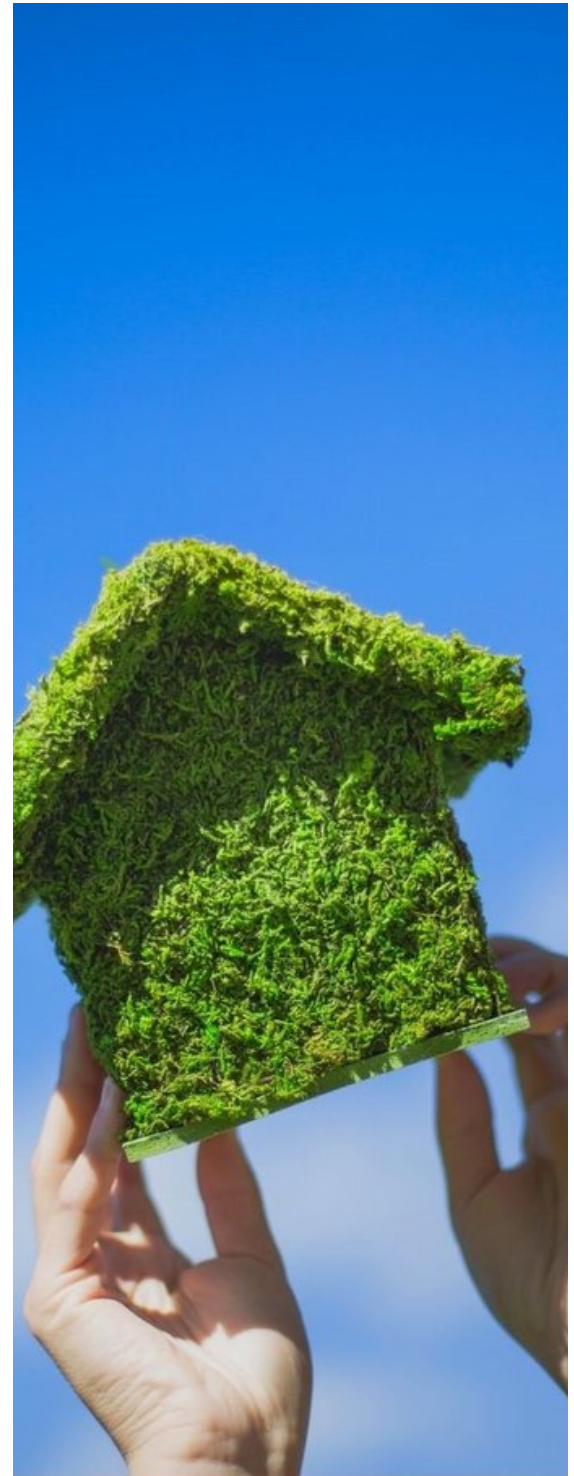
**12 VET schools/VET organizations - institutions** that provide educational opportunities focusing on technological, economical, social and cultural development to people who intend to expand their knowledge as well as vocational, specific and unique skills and to receive a proper degree.

**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

You can find more about our project and follow our progression in Facebook. Follow us



[STEAM3D Academy](https://www.facebook.com/STEAM3DAcademy)