

NEWSLETTER

Issue 2/ December 2021

ABOUT STEAMY WONDERS

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.

The following intellectual outputs are proposed to help achieve these aims:

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

















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DEVELOPMENT OF PROJECT OUTPUTS

Progress in IO1 - Challenge-based Resources for Women in STEAM

The project partners are creating a toolkit of 35 interactive infographics addressing the personal deficits of individuals to enable them identify the right career choice in STEAM. The resources in the format of videos, quizzes, digital breakouts and WebQuests, will address the motivational, confidence, planning, resilience and career management deficits that have been identified in research as key inhibitors of women in STEAM.

So far, all partners have developed the first two infographics, peer-assessed them and pilot-tested them with their Local Working Groups, which are composed by experts in the fields of STEAM, VET trainers and career counsellors.

Currently, the focus lies on the creation of resources for the remaining 3 infographics, as well as on the designing of posters, which will feature QR codes with the resources embedded. An example of this can be on the right hand side.

Progress in IO2 - In-service Training Handbook for VET Tutors

The In-service Training Handbook for VET Tutors, including 35 hours of training, 21 of which on the development of digital media skills and 14 hours of self-directed online learning focused on the thematic areas selected, has been created in English and will soon be available on the project website!















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3rd VIRTUAL MEETING

The third partner meeting took place online on the 10th of December 2021.

Among others, the partners discussed:

☆ the finalization of the STEAMY WONDERS infographics, in the format of challenge-based activities for women in STEAM;

x the In-Service Training for VET tutors, taking place in February 2022;

☆ the next steps for the STEAMY WONDERS MOOC platform and In-Service Training Handbook.



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WHAT'S NEXT

The project team are finalizing the "Challenge-based Resources for Women in STEAM" and will pilot-test it with their Local Working Groups in the coming months.

Additionally, in preparation for the training for VET and guidance/ tutors career management place experts taking in February 2022, the "In-service Training Handbook for VET Tutors" has been developed in English and will soon be translated in all partner languages.

Lastly, the first steps for the development of the STEAMY WONDERS MOOC platform have been taken, which will include all learning content of the project.

For more, follow us on the project social media below!

HOW TO STAY CONNECTED

Follow the STEAMY WONDERS' social media:



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