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Learning Teaching Training Activity EnterSTEAM project

Bucarest, 16 - 20 June 2025

CPDIS @AHA Center, Strada Drobeta 2, Bucuresti (RO)

(Nr. 2024-1-LV01-KA220-VET-000251786)



DAY 1, 17/06. LEARNING TEACHING TRAINING Enter STEAM



◆ DAY 1 – Setting the Stage: Who We Are & What We Bring

09:30 – 10:00 | Welcome Coffee & CHECK-IN

10:00 – 10:30 | Interactive Icebreaker – “The Living Map”

- RULER Game: Position your country on an imaginary Europe map
- Silent Grouping: Participants mime their professional field (STEAM, art, Erasmus+, etc.)
- Ruler Exercise: Estimate age and experience without speaking (nonverbal empathy builder)

10:30 – 11:15 | Name Game + Expectations vs. Contributions Exchange

- Visual board to record expectations/contributions

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11:15 – 11:30 | Break

11:30 – 13:00 | Enter STEAM: Introduction to the Project

- Team & Goals Presentation
- Research + Materials Overview
- Interactive visual learning map of the LTT journey

13:00 – 14:30 | Lunch

14:30 – 16:00 | World Café – Exploring Enter STEAM Resources

- WorldCafe 3 rotating tables (with laptops/QR codes):
 1. Repository of Educational Tools
 2. Good Practice Models
 3. Guidebook Structure & Feedback
- Use Six Thinking Hats for feedback exploration at each station
- Insights collected visually for Day 2

DAY 2, 18/06. LEARNING TEACHING TRAINING Enter STEAM



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◆ DAY 2 – Exploring Innovation & Co-Creation

09:30 – 10:00 | Energizer Icebreaker

- Small teams mimic a challenge faced in education through gestures (guess & solve)

10:00 – 11:30 | *Elevator Pitch of Key Resources*

- Present the key takeaways from Day 1's World Café
- Discuss how these can fit local/national contexts
- Collect *challenging situations* in education (Post-it Wall)

11:30 – 11:45 | Break

11:45 – 13:00 | *Innovation Labs: 3 Working Groups*

Participants self-select into 3 labs using a thematic matching exercise:

1. Inclusion + STEAM
2. Creativity + STEAM
3. Entrepreneurship + STEAM

→ Each group explores the theme using Six Thinking Hats method
→ Discussions captured in large-format visuals for group presentations

13:00 – 14:30 | Lunch

14:30 – 16:00 | *Role Play + Storytelling for Local Impact*

- Hands-on practice with storytelling tools from the Enter STEAM repository
- Scenario-solving of real educational challenges collected earlier
- Group creates short theatrical sketches/visual maps with solutions



AKADEMIE



DAY 3, 19/06. LEARNING TEACHING TRAINING Enter STEAM



◆ DAY 3 – Sharing Knowledge & Planning Impact

09:30 – 10:00 | Energizer – “IKIGAI Matching”

- Participants explore their 3 personal IKIGAI circles
- Others match with complementary purposes or projects
- Optional mini-pitch of personal project or initiative

10:00 – 11:30 | Living Library of Educational Projects

- Each educator creates a **project collage** (A2 paper + props, objects, symbols)
- Poster Exhibition Walk + Peer Talks
- Interactive LIVING LIBRARY: Ask-the-Author moments to go deeper

11:30 – 11:45 | Break

11:45 – 13:00 | Final Group Work –
PADLET Sharing Session

- Groups revisit hats-based themes and summarize results in Padlet
- Digital documentation for dissemination

13:00 – 14:30 | Lunch

14:30 – 16:00 | Wrap-Up & Evaluation

- Google Form evaluation for LTT readiness
- Feedback on the 3-day journey
- Europass Certificates Ceremony
- Dissemination Tracker: Each participant receives a signature sheet/Zoom reporting method to ensure outreach to at least 15 peers



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