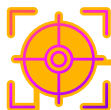




Co-funded by the
Erasmus+ Programme
of the European Union



The EnterSTEAM project aims to enhance VET quality by aligning it with socio-economic needs and fostering collaboration between private and public stakeholders for demand-driven solutions.

By integrating Science, Technology, Engineering, Arts and Mathematics methods, it promotes innovation, inclusivity and entrepreneurship.

The project will equip educators with practical strategies, seeking to advance gender equality in science and expand lifelong learning opportunities, contributing to a skilled and equitable workforce.



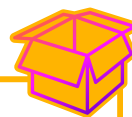
STEAM-Based Workshops for All

Hands-on, inclusive learning experiences designed to make STEAM subjects and VET education more accessible, engaging and relevant to all generations and across genders, fostering logical thinking, collaboration and decision-making.

STEAM Educators' Manual

A comprehensive resource designed to support teachers in integrating STEAM methodologies into their classrooms. It includes:

- Best practices from across Europe.
- Practical ideas for creating inclusive and engaging learning environments.
- Innovative approaches to spark curiosity and entrepreneurship skills in students.



Digital STEAM Toolkit

A tool for tech-savvy use that will be an innovative, inclusive and motivational tool also for those who lack digital literacy, language skills or STEAM-based knowledge. It includes:

- Interactive ICT-based activities across STEAM, creativity, inclusive education and entrepreneurship;
- A repository of digital classroom tools with descriptions and practical benefits.

Follow us via



and **entersteam.com**

#EnterSTEAMproject



The EnterSTEAM project (Nr. 2024-1-LV01-KA220-VET-000251786) has been funded with support from the European Commission. This publication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.