



INFORMATIONAL PACK FOR MUSEUMS

SENSE.STEAM



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IT'S TIME TO MAKE THE DIALOGUE BETWEEN ART & SCIENCE AND TECHNOLOGY MORE DYNAMIC!

To better understand and respond to the challenges of our contemporary world, we need well-equipped individuals capable of developing multiple sensitivities and transversal skills.



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The interdisciplinary STEAM (Science, Technology, Engineering, Arts and Mathematics) approach fosters creative, inquiry-based and critical thinking, providing tools that can be applied to different spheres of activity.

Museums and cultural institutions play a key role in this endeavour and have specific elements to contribute to this conversation. As part of a broader process of reflection on their missions, functions and social impact, museums are increasingly looking for ways to integrate new educational and mediation insights. This questioning involves rethinking their communication dynamics, their modes of interaction with the diverse audiences, and fundamental notions such as exhibitions.

With the aim of designing and implementing other formats and activities that can mobilise publics that are often out of reach, the STEAM approach offers a range of new perspectives for museum professionals.



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Join us in reshaping STEAM education by actively amplifying the participation of individuals (especially women and girls) through process-based, art-infused science educational methodologies.



[Read more about the SENSE.STEAM manifesto](#) □



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See how can the SENSE. project benefit you

ALONG THE 3 YEARS OF IMPLEMENTATION, SENSE. WILL CREATE TOOLS TO

Evaluate and structure practices, frameworks, and feedback methods that follow an interdisciplinary approach to STEAM education.

Create a user-friendly learning companion with demonstrations and a comprehensive user guide that will enhance your journey into the field of STEAM education.

Develop proven strategies tailored to various stakeholders that will illustrate how to create awareness, take initiative, and advocate for STEAM education within your communities.



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About SENSE. STEAM project: THE NEW EUROPEAN ROADMAP TO STEAM EDUCATION

SENSE. is funded by Horizon Europe, the European Union's research and innovation programme, comprising 17 members representing 14 European countries.

Members consist of formal and informal education institutions, research, businesses, policymakers and NGOs. Our partners specialize in areas including sustainability, gender sensitivity, digitization, health, work readiness, and arts and design.

[Read more about our consortium](#) □



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The aim & objectives of SENSE.STEAM project

The aim of this project is to support tomorrow's teachers, educators and learners by putting forward an art-integrative science education, grounded into a sensory and participatory approach to STEAM education.

MORE PRECISELY, THE OBJECTIVES ARE TO:

- Create the praxis informed SENSE.STEAM educational model and pedagogy
- Establish the requirements for practical implementation of the SENSE.STEAM education model across Europe
- Transform current STEAM educational practises by mainstreaming social inclusion and spatial design as cutting-cross issues
- Consolidate and disseminate findings into a Roadmap for science education

[Read more about our practices](#) □



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How can I be involved?

At the heart of the SENSE. project lie 13 STEAM activity labs established across 12 countries. each lab is assigned to a cluster associated with one of the four EU thematic areas: European Green Deal, digitization, health, and work-readiness.

These STEAM Labs will be connected via a digital hub and together will form the STEAM Academy. This will be the backbone of a growing, open community of STEAM beneficiaries. Furthermore, two of these labs will grow further as two living STEAM academies through the real-world implementation of the new STEAM education roadmap for Europe developed throughout the project.

Read more about it [here](#) or you can contact us at hvl-sense@hvl.no.



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**Become part of our journey to make
scientific learning accessible and
meaningful for everyone.**

**Together we can build a lifelong love
for exploration to make SENSE. of the
word around us.**



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Learn more about us!

Helpful resources

- ABOUT SENSE.STEAM: [HTTPS://SENSE-STEAM.EU/](https://sense-steam.eu/)
- ABOUT POLICY RECOMMENDATIONS: [HTTPS://SENSE-STEAM.EU/POLICY-RECOMMENDATIONS/](https://sense-steam.eu/policy-recommendations/)
- OUR PUBLICATIONS: [HTTPS://SENSE-STEAM.EU/PUBLICATIONS/](https://sense-steam.eu/publications/)
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