



# INFORMATIONAL PACK FOR MUSEUMS & SCIENCE CENTERS

SENSE.STEAM



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# **WHAT HAPPENS WHEN ART & SCIENCE NAVIGATE LIFELONG LEARNING?**

Scientific learning is not just for some, it's for all  
individuals!



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**This project is designed to ignite curiosity, foster creativity, and equip lifelong learners with the skills to understand and actively engage with the world.**

**As museums and science centers, you recognize that the future of Europe begins with well-educated individuals, which cultivates continuous learning.**

**In the SENSE. project, we believe that scientific learning is a life-time process, with a focus on inclusivity and accessibility for everyone.**



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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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## 1. WE BELIEVE SCIENCE & LEARNING IS FOR EVERYBODY

SENSE. wholly believes in accessibility and inclusivity. We aim to overcome barriers and mitigate challenges that prevent individuals, particularly people in vulnerable situations, from contributing to collective knowledge. We empower traditionally marginalised persons, amplify individual voices, and believe that diversity enhances learning environments.



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## 2. WE VALUE ART-INFUSED SCIENCE

The SENSE. project explores a holistic approach to integrating art into science education that ignites creativity and ingenuity in learners through inquiry, critique, design, and innovation. We believe that education is a journey that should transcend traditional boundaries – SENSE. places a strong emphasis on interdisciplinary connections and hands-on learning experiences.



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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 are 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](mailto: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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