



INFORMATIONAL PACK FOR TEACHERS, EDUCATORS, AND VET PROVIDERS

SENSE.STEAM



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the European Union

LETS BUILD THE LEADERS OF TOMMOROW!

HOW?

By tapping into the potentials of STEAM
education!



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Research indicates that STEAM education has a positive influence on students' academic performance, their perception of learning, and their development of leadership skills because it cultivates involvement by acknowledging the diverse learning styles and preferences of students!



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Do you feel you need to be equipped with hands-on pedagogical tools to implement STEAM in curricula?



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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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**YOU CAN BECOME
PART OF THE POLICY
RECOMMENDATIONS!**



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THE RESULTS FROM THE SENSE.STEAM TOOLS IMPLEMENTATION WILL BE USED AS A STARTING POINT TO CREATE A POLICY FRAMEWORK

This framework will guide how resources are allocated at different points in the education process, focusing on four main areas:

- Digital technology
- Social Inclusion & Gender equity
- Environmental sustainability
- Job readiness

The recommendations from this policy framework will be crucial in influencing European stakeholders and policymakers as they make decisions and take action in the field of STEAM education!



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How can I be involved?

You can participate in our STEAM Labs that will take place in scheduled local events and ventures.

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



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About SENSE. STEAM project

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.



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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



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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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