



FemSTEAM Mysteries Newsletter V

FemSTEAM Mysteries:

A Role-Model Game-Based Approach to Gender Equality in STEAM Project Number: 2020-1-CY01-KA201-06605



The **FemSTEAM Mysteries** project is soon approaching its end. The continuous work of the consortium members during the last 2 years is being completed on 31st December 2022. From now on, all project's Intellectual Outputs are ready to travel around the world and inspire young girls through role-model, game-based STEAM pedagogy to follow STEAM careers. In the last phase of the project, all partners, organized the multiplier events in their countries by engaging teachers, teacher educators, university teachers and all relevant stakeholders with the project results.

Also, Intellectual Outputs 5 and 6 were completed and they are now available on the website. Moreover, two transnational project meetings were held in Athens, Greece and in Nicosia, Cyprus.





Intellectual Outputs 5 & 6

The **aim** of the Output 5 was to create a library, which is freely accessible via the project website and includes mainly tools and resources made by partners. The FemSTEAM library contains:

- Role Models
- Educational Games and
- Educational Scenarios

The final Output of the project (O6) was the <u>Teacher professional development program on promoting gender equality in STEAM</u>. The **aim** of this Output is to give to teachers and other relevant professional guidance on how to implement the "FemSTEAM Mysteries" methodology in practice. This Output is available in 3 languages: English, Spanish and Greek.

Transnational Project Meetings

The first physical meeting of the FemSTEAM project was organized in Athens, Greece on the **4**th **& 5**th **July 2022.** The meeting was organized by Doukas School at its own premises.

During the meeting partners had a fruitful discussion on the project's outputs and they set deadlines for the forthcoming results. Also, partners had the chance to actively participate in the Multiplier Event organized by Doukas School.





The **final meeting** of the FemSTEAM project was organised in Cyprus, Nicosia on the **13th & 14th October 2022**. The meeting was organised by the European University of Cyprus at its own premises. The partners focused mainly in completing the project results and making the final classroom implementation of the STEAM game-based scenarios. Another issue that was thoroughly discussed was the sustainability of the project following its implementation period, to which all partners agreed to contribute through multiple future actions.

Partners

Coordinator:



Partners:









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