

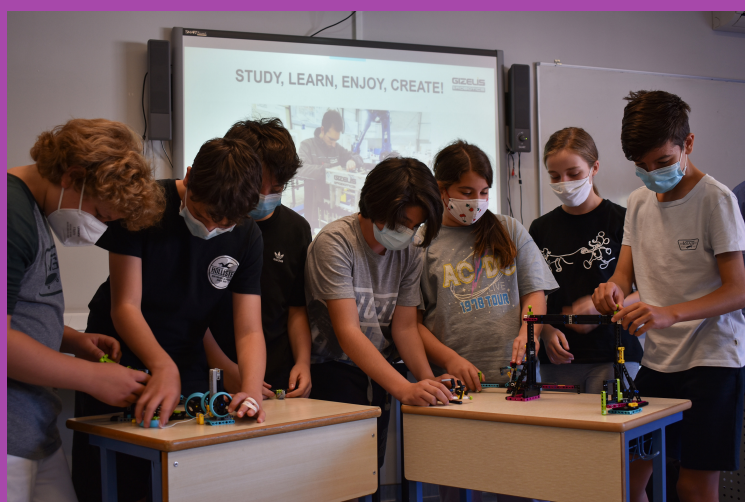
FemSTEAM Mysteries

Newsletter I

FemSTEAM Mysteries:

A Role-Model Game-Based Approach to Gender Equality in STEAM

Project Number: 2020-1-CY01-KA201-06605



About the Project

The project “FemSTEAM Mysteries” is based on the values of gender equality and non-discrimination between men and women in the fields of Science, Technology, Engineering, Arts and Mathematics (STEAM), creativity and innovative entrepreneurship. Through the adoption an innovative approach, that integrates STEM and Arts, and combines Role-Model and Game-based methodology with a mystery story-telling digital game (escape room) that engages teenagers (age 12-15), “FemSTEAM Mysteries” aims to create a new culture and attitude amongst teachers and students.



femsteam.eu



Femsteam Mysteries

Objectives & Target Groups

The **objectives** of “FemSTEAM Mysteries” project are:

- To bring out the significant role of women in STEAM (Science, Technology, Arts, Engineering and Maths)
- To fight stereotypes of students and teachers
- To inspire young girls through role-model game-based STEAM pedagogy to follow STEAM careers.
- To enhance acquisition of key skills and competences for STEAM studies and careers of all students (boys and girls) through engaging game-based activities and a mystery storytelling game
- To enhance teachers' skills in dealing with gender equality in STEAM.

The **target groups** are:

- Young girls (age 12-15)
- Young boys (age 12-15)
- STEAM teachers (in secondary education)
- STEAM professionals like trainers, career coaches, science communicators, art curators, researchers, university staff.

Intellectual Outputs

01- Methodological Guidelines for creating the framework of the “FemSTEAM Mysteries” project

02- Instructional Guide on Role-model education for promoting gender equality in STEAM

03- Instructional Guide on Game-based education for promoting gender equality in STEAM

04- “FemSTEAM Mysteries” DIGITAL MYSTERY GAME

05- “FemSTEAM Mysteries” Library

06- “FemSTEAM Mysteries” Teacher Professional Development Program on promoting gender equality in STEAM.

Partners

Coordinator:



European University Cyprus

Partners:

