

FemSTEAM Mysteries

Newsletter III

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

Joint Staff Training (JST)

The Joint Staff Training in Athens (Greece) was conducted online due to COVID-19 restrictions on:

February 21st to 24th, 2022
Time: 8.00 -10.30 (CET) / 9.00 - 11.30 (EET)

FemSTEAM Mysteries Teacher Professional Development course

Module 1: introduction to FemSTEAM Mysteries Methodology, Guides, tools and activities.

Introducing educators to the aims of the project, present the main findings from the desk research and literature review and analysis of the survey conducted during the first phase of the project.

Module 2: Introduction to STEAM Education

Familiarizing participants with the theoretical models and methods underlying STEAM education

Module 3: Role Models in STEAM Education

Introducing teachers to the theoretical background of role-models education and providing them with innovative tools and resources that can be utilized for the implementation of STEAM education through role-modelling

Teaching approaches

Role models in STEAM education

- Behavioural models: (e.g. a teacher)
- Representation models: (e.g. a Nobel Prize)
- Inspiration models: (e.g. an inventor)

Criteria of selection of a FemSTEAM role-model for its representativeness and inspiration role

- Personal details that connect with teachers' and students' interests
- Childhood facts that could motivate students
- Research fields related with the national curriculum
- Details related to the promotion of gender equality in STEAM.

Module 4: Game-based STEAM Education

Familiarizing learners with game-based education, exploring different types of learning games and pilot-testing the FemSTEAM Mysteries, a digital escape room that has been developed in the context of the FemSTEAM Mysteries project.



Module 5: Applying the FemSTEAM Mysteries Approach in the Classroom and Aligning it to the Curriculum

Activate the FemSTEAM Mysteries role-model, game-based approach to STEAM education in practice. Teachers evaluate the applicability and success of the FemSTEAM Mysteries approach, develop their scenarios and evaluate them under an action research methodology



Work in progress

Currently, partners are working on O4 “FemSTEAM Mysteries” DIGITAL MYSTERY GAME, O5 “FemSTEAM Mysteries” Library and O6 “FemSTEAM Mysteries” Teacher Professional Development Program on promoting gender equality in STEAM.

In the next months of the project, the game will be finalized and it will also be translated in all partner languages. Moreover, partners will design and pilot-testing the professional development course created in the context of the project. This will mean that teachers participating in the project will be engaged in a research action process.



Partners

Coordinator:



European
University Cyprus

Partners:

