



International Cooperation Opportunities for the promotion of Science Education

Focus on the Erasmus+ Programme

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New Perspectives in Science Education

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Summary

- Objectives, Participants, Budget of the Erasmus+ Programme
- E+ KA2 Cooperation Partnerships
- Examples of approved projects
- How to define project ideas

Erasmus+ : Objectives and Priorities

- Inclusion and Diversity
- Digital Transformation
- Environmental Sustainability
- Participation and Active Citizenship



Erasmus+ : Eligible Participants

The programme is addressed to:

- Higher education institutions
- Schools
- Vocational education and training institutions
- Adult education centers
- Youth organisations



Erasmus+ : Eligible Countries

The eligible countries are:

- Programme countries

- The 27 EU member states
- EEA countries: Iceland, Liechtenstein, Norway
- Candidate Countries (i.e. Turkey, FYROM).

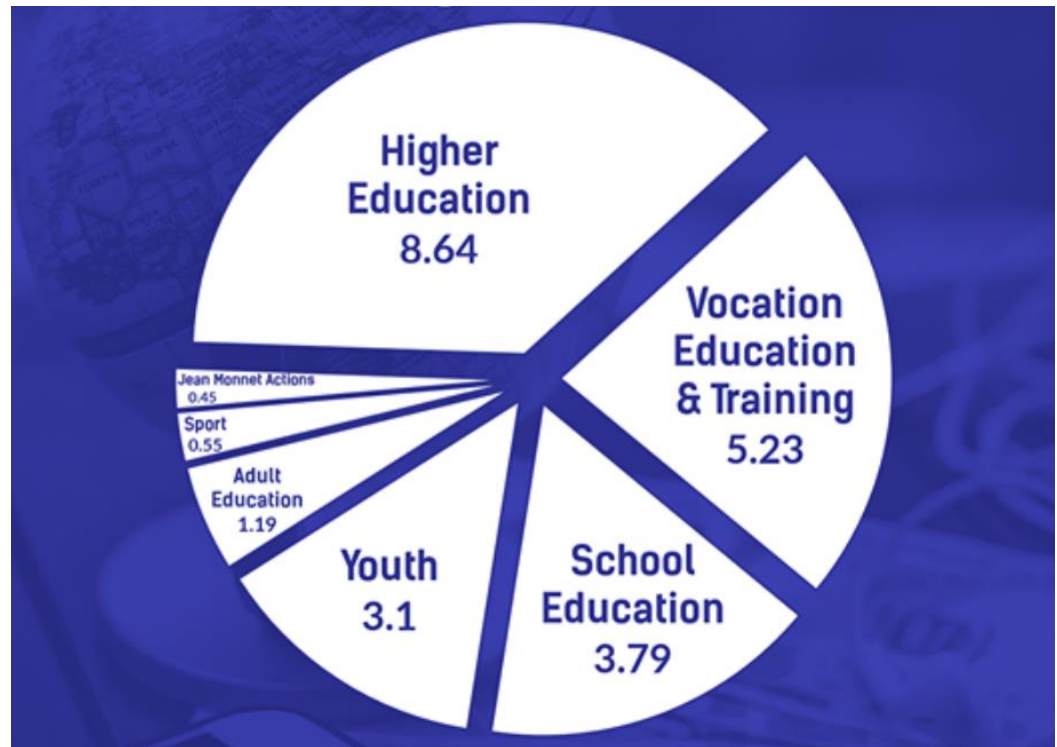
- Partner countries

- Neighbour Countries (i.e. Eastern countries, Southern Mediterranean countries, Western Balkans, Russia)
- All other countries in the world



Erasmus+ : Budget

26,2 Billion euro



Source: Erasmus Student Network

Erasmus+ 2021-2027: Structure

Key Action 1

Learning mobility of individuals

Student mobility

Staff mobility

Key Action 2

Cooperation among organisations and institutions

Partnerships for Cooperation

Partnerships for Innovation

Partnerships for Excellence

Key Action 3

Support to policy development and cooperation

Support for Public Policy Reform



Jean Monnet Actions

Modules

Chairs

Centres of excellence

Networks



KA 2 – Cooperation among Organizations and Institutions

KA 2 – Cooperation among Organizations and Institutions

Partnership for Cooperation

- Cooperation partnership
- Small-scale Partnerships

Partnerships for Innovation

- Alliances for innovation
- Forward looking projects

Capacity Building

- Higher Education
- Vocational Education
- Youth

Partnerships for Excellence

- Erasmus Mundus
- Teacher Academies
- Centres for Vocational Excellence



KA 2 – Partnerships for Cooperation

KA 2 – Partnerships for Cooperation: Horizontal Priorities

Horizontal Priorities common to all fields

- Inclusion and diversity
- Environment and fight against climate change
- Digital readiness, resilience and capacity
- Common values, civic engagement and participation



KA 2 – Partnerships for Cooperation: Specific Priorities

in Higher Education

- Inter-connected systems
- Stimulating innovative practices
- **Developing STEM/STEAM**
- Rewarding excellence
- Building inclusive HE systems
- **Supporting digital and green capabilities of HEIs**
- Supporting innovation and entrepreneurship

in School Education

- Tackling learning disadvantages
- Promoting wellbeing at school
- Supporting teachers and staff
- Development of key competences
- Comprehensive approach to language teaching and learning
- **Promoting interest in STEM**
- Enhancing early childhood education
- Recognition of learning outcomes in mobility

in VET

- Adapting VET to labour market needs
- Increasing the flexibility of VET offer
- Promotion of innovation in VET
- Increasing attractiveness of VET
- Increasing quality
- Promoting internationalisation
- Tackling low proficiency in basic skills

in Adult Education

- Inclusiveness and accessibility
- Quality, recognition and flexibility
- Innovation of learning spaces
- Upskilling and reskilling pathways
- Improving adult educators skills
- Enhancing quality
- Promoting Erasmus+ among all citizens

KA 2 – Partnership for Cooperation: Budget

Cooperation Partnerships:

Up to 400 000 Euro for 2 to 3 years projects



KA 2 – Partnerships for Cooperation: in a Nutshell

Participants

Minimum 3 organisations from 3 different countries

Partner countries can only participate as project partner not as applicants

Duration

1 to 3 years.

Call Publication

November

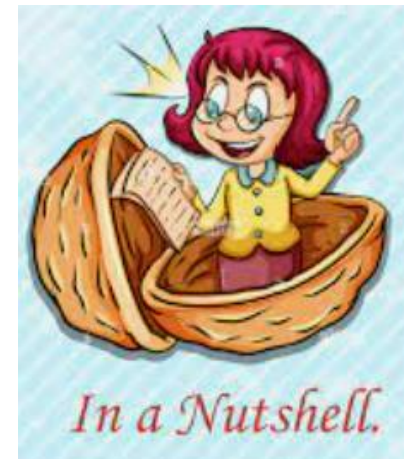
Deadline

March

Where to submit the Grant request

National Agencies

** HEIs must have an Erasmus Charter for Higher Education*



KA 2 – Partnerships for Cooperation

Examples of deliverables

- Joint Curriculum
- Online courses / MOOC
- Collection of teaching sources
- Manual / Publication
- Guidelines
- Teaching models / methods
- Collection of Case Studies / Good practice
- Assessment/Self-Assessment tools
- Community of Practice
- Toolkit
- Policy Recommendations



Examples of Approved Projects 1/5

Co-funded by the European Union

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA).

ROBOSTEAMSEN
Training SEN teachers to use ROBOTICS for fostering STEAM and develop computational thinking

Welcome to The RoboSteamsen project

The RoboSteamsen project intends to understand disabled students needs and adapting robotics and active learning methodologies to their different disabilities in order to personalise their learning.

[Learn More](#)



University of León

The project aims to provide secondary school teachers of STEAM subjects with the skills to use robotics to support students with intellectual and developmental disabilities.

The deliverables produced are:

- Database of robotics and active learning resources for IDD
- Teacher Training Course
- Community of Practice

<https://robosteamsen.eu/index.php>

Examples of Approved Projects 2/5

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EduMat+

Digital Infographic Teaching Mats Training Course Best Practices and Recommendations Communication Project Management

Welcome to
The EduMat+ project

The EduMat+ project intends to provide teaching and educational methodological supports to teachers for teaching coding and STEAM in primary school as an innovative tool to support and implement the teaching of humanities.

Learn More



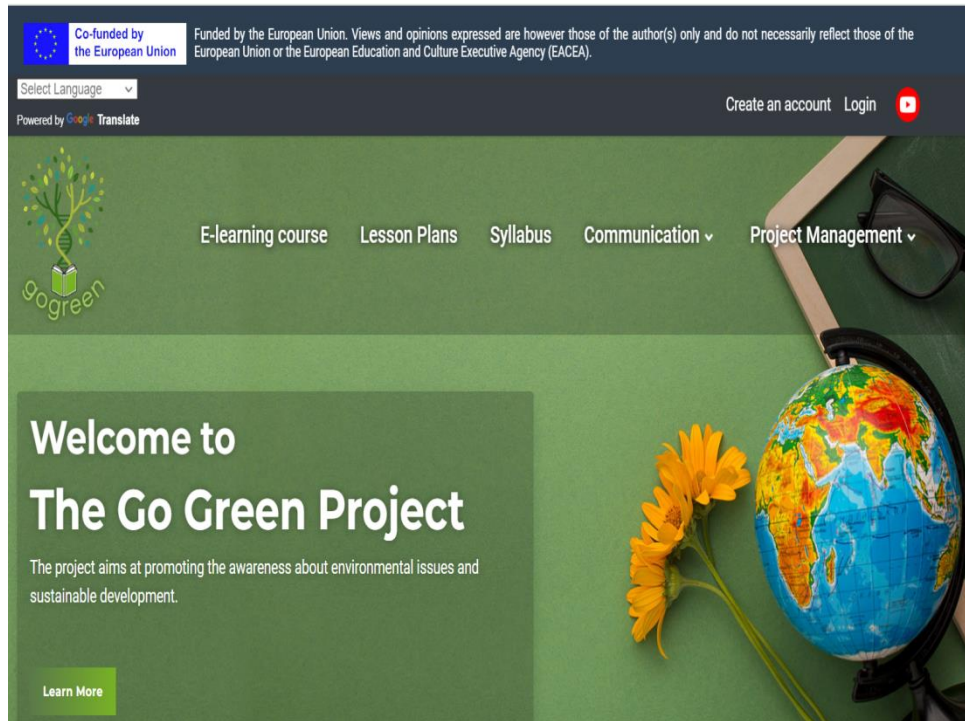
The project aims to provide teachers of primary schools with educational methodological supports to teach coding and STEAM.

The deliverables produced are:

- Digital Infographic Teaching Mats
- Teacher Training Course
- Best Practices

<https://www.edumatproject.eu>

Examples of Approved Projects 3/5



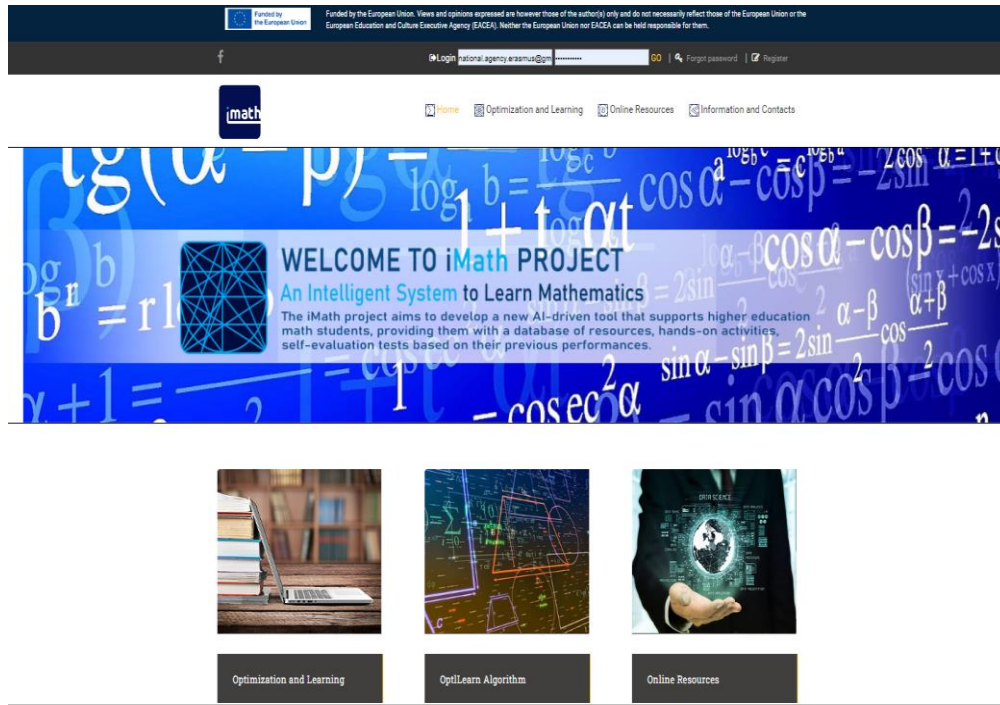
The project develops aims at promoting the awareness about environmental issues and sustainable development at school.

The deliverables produced are:

- Online course
- Lesson plans
- Syllabus for teaching environmental issues with an interdisciplinary approach

<https://go-green.pixel-online.org/>

Examples of Approved Projects 4/5



The project develops AI-driven tool for higher education students of Maths, database of learning sources, activities and self-evaluation tests creating a personalized learning path.

The deliverables produced are:

- Literature review in AI-driven education
- AI-driven tool for higher education students of Maths
- Database of learning sources

<https://imath.pixel-online.org/>

Examples of Approved Projects 5/5

Funded by the European Union

The STEAM-Active (Project Number: 2021-1-ES01-KA220-HED-000032107) project is funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.

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Steam Active x STEAM-ACTIVE METHODOLOGIES - E-LEARNING COURSE LEARNING SEQUENCES INFORMATION AND CONTACTS - f

The STEAM-Active project

The STEAM-Active project has two main aims:

- Support engineering lecturers to use innovative teaching methodologies and develop students' competencies to meet the labor market needs
- Fight gender inequality both in higher education and in companies

Learn More



STEAM-Active Target Groups

The project is addressed to:

- University engineering teachers who want to increase their skills through the study of STEAM methodologies
- Engineering Students who need tools to tackle low performance in the different disciplines of Engineering



The purpose of the project is to provide engineering lecturers with the skills to implement active teaching methodologies and project based learning for STEAM.

The deliverables produced are:

- online course;
- collection of teaching methodologies
- Repository of teaching sources.

<https://steam-active.pixel-online.org/>



Formulation of the idea

Analysis of Programme Objectives

Analysis and check of relevance and consistency with:

- Objectives
- Priorities

identified in the Programme / Call for proposals.



Check out the [Funding and Tenders Portal](https://ec.europa.eu/info/funding-tenders/opportunities/portal/screen/how-to-participate/reference-documents).

<https://ec.europa.eu/info/funding-tenders/opportunities/portal/screen/how-to-participate/reference-documents>

State of the Art / Innovation

- Assessment of previous initiatives
- Lessons learnt
- Exploiting existing results



Check out the **Funding & Tenders Portal** > Projects and Results section

<https://ec.europa.eu/info/funding-tenders/opportunities/portal/screen/opportunities/projects-results>

Identification of Target Groups & Needs

Who are the target groups the project is addressed to?

- Definition of their profiles
- Needs analysis
- Motivation

- The bottom up approach



Definition of the Project Objectives

Objectives must be:

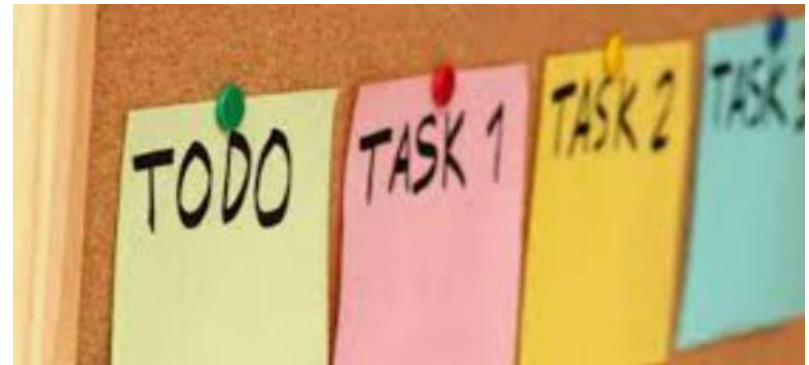
- Consistent with Programme priorities and needs identified
- Realistic
- Clearly outlined



Identification of Activities

Activities should be:

- Consistent with the objectives identified
- Well organized (WPs, Workstreams, Phases ...)
- Detailed
- Clearly outlined



Definition of Results

- Identification of deliverables / outputs
- Identification of expected results / outcomes
- Reference to indicators
- Sustainability of results on the long term



Identification of potential partners

- Typologies of partners involved. Why were they chosen?
- Expertise and experience
- Integration
- Roles and tasks



Budget

The budget should reflect the activities and tasks

- Organized and allocated to each WP
- Calculation of working days
- Consistency





Creation of the Project Summary

The Project Summary

The structure:

- 0) Project Title
- 1) Rationale and Context
- 2) Target Groups
- 3) Objectives
- 4) Activities
- 5) Results / Deliverables
- 6) Partners' Role
- 7) Draft of the Budget

Thank you for the Attention



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