

# PRESS RELEASE

## IPinSTEAM is developing some great content

### A European Project Aiming to Empower Innovation in STEAM teaching through Intellectual Property awareness

Welcome to [IPinSTEAM](#), a 2 years Erasmus+ project with partners from UK, Portugal, Greece, Cyprus, Romania and Spain, to boost the way schools use and implement IP!

#### The context

Protecting ownership of creative works is especially vital in STEAM topics, where regular discoveries occur daily, in a world where technology and inventions are exceeding educational improvements.

As a result, including intellectual property (IP) into STEAM education is quickly becoming a critical component in ensuring the protection of artists' rights in relation to their work.

Despite this, because to its complexity, there is a startling paucity of IP education in schools, with European educational ecosystems seldom including IP teaching into school curriculum, and instructors not having been exposed to IP assets in their own education. we recommend offering teachers dedicated workshops to help them to pre-practice by

following examples, develop further and reflect on their practices, their understandings and past experiences, collaboratively reflect on the proposed instruction models, their main advantages and the common mistakes, etc.

**“To that purpose, merely teaching students how to innovate in STEAM areas is insufficient; they must also learn how to defend their work from legal threats.”**

#### The ongoing process

Each partner will develop 10 real-life scenarios based on the subject they have been working on. The 10 scenarios must include all 4 modules (Copyright, trademarks, design, and patents)

The real-life scenarios could be scenarios about teachers trying to

teach IP concepts but also more general situations, that represent an opportunity to test users on ideas that we included in the content we developed.

#### The scenarios

The subjects of copyright, trademarks, patents, and designs will be exemplified and integrated in STEAM teaching, such as in:

- Physics, and in general Natural Sciences including Chemistry, Biology, Geology/Geography
- 3D printing, and in general rapid prototyping technologies including 3D scanning, laser cutting
- Robotics, and in general IT including Informatics, Computer Science, Internet of Things
- Environmental engineering, and in general Environmental Education, Ecology/Sustainability
- Social studies, and in general Arts and Humanities
- Mathematics, with a broader scope including Statistics, Big Data

In each module more specifically we propose that the following learning topics will be included. For example in Module 1 – Copyright these are:

- What is copyright?
- Do we need copyright?

- How to use copyright? (from the perspective of creator)
- How to use copyright? (from the perspective of user)
- Which are the benefits of copyright

We conclude this section by listing and elaborating on specific features and characteristics that we consider important and thus we recommend that the IPinSTEAM course and accompanying virtual tool should incorporate.

For more information, please visit our website: <https://ipinsteam.eu/>

