



Newsletter

October 2021

IPINSTEAM 2nd TPM

On 26th May 2021 took place the Transnational Project Meeting over Zoom. Regarding the still existing restrictions due to COVID19, partners meeting was held virtually. The discussed consortium the development of the first output, we've tasks already completed and the next steps, the second and third output.

All of these deliverables will be made available on the project website through as the project itself progresses, so be sure to visit and follow us on social media too, where updates will also be posted!

IPinSTEAM project has successfully completed its first stage of implementation!

In a virtual Meeting on 16th September 2021, partners discussed the necessity of starting work on real-life scenarios (IO2/A1), agreeing that each partner would produce at least 10 real-life scenarios based on the curriculum subjects that they have already been working on, including at least scenario covering each of the four IP areas.

Project Objectives

The aims of the IPinSTEAM project:

- Developing a course to improve teaching of IP issues in STEAM subjects.
- Creating a gamified moderator to deliver content in an accessible and engaging way.
- Creating a virtual League where teachers and others can share knowledge and best practices.



IPinSTEAM 2nd TM, FB post

Meet the Partners



CIVIC Computing (UK) – an Edinburgh-based digital agency and project coordinator

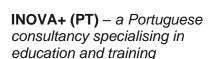


Ellinogermaniki Agogi (EL) – an educational organisation based outside of Athens, including preschool, primary, and secondary



HeartHands Solutions (CY) – a Cypriot consultancy that bridges the gap between commercial and public and EU funding







ARC Metropolitan School (RO) – a private School based in Bucharest



INNOHUB (ES) – a non-profit in Valencia supporting training and entrepreneurship

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