



Empowering girls in STEAM through robotics and coding

Overview

We are delighted to announce that the RoboGirls project completed its first year of life! Within this period, the partners focused on fulfilling the project objectives, and therefore the following have been developed:

- A Comprehensive Guide for educators in STEM education and inclusive approaches
- A repository of rich pedagogical material for primary and secondary school teachers and students (experiential workshops, lesson plans, activities for thematic school days)
- A STEM career choice simulator for girls

2nd Transnational Partner Meeting

The second transnational partner meeting was realised in a hybrid format on November 11th and 12th in Cyprus. Some partners managed to participate physically whereas some others attended the meeting online. The partners had much to discuss regarding the completion of the Comprehensive Guide for educators, the progress of the STEAM pedagogical material as well as the upcoming steps. The meeting facilitated the process of solving various issues effectively and was a great gathering opportunity that strengthened consortium's relationship.



STEAM pedagogical material

For the last six months, the partners have been working on the development of STEAM lesson plans, workshops and activities for thematic school days,



utilising a variety of programming and coding tools. The material is addressed to both primary and secondary education students and is fully accessible on the e-learning platform.

RoboGirls' e-learning platform

The e-learning platform serves as the main host of the project's products where one can find both the theoretical framework on gender equality and strategies to engage girls and guidelines (Comprehensive Guide for Educators) and STEAM ready-to-use pedagogical content to be used in a classroom context. The platform is available in English, Greek, Croatian and Spanish [here](#).

The career choice simulator

With the aim to encourage more girls to pursue a relevant career in the future, a total of 5 gamified scenarios have been produced: Computer Engineer, Applied Mathematics, Environmental Engineer, Digital Designer and Electrical Engineer. Relying on the Problem-based learning approach, each scenario simulates a certain task of one of the STEM professions. The simulator will be available on the project website soon.

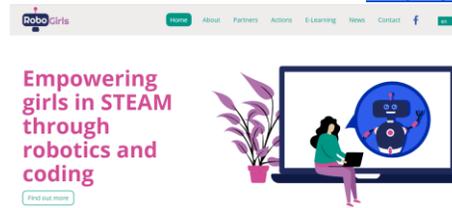
What's next?

We are now stepping into the implementation and validation phase of the pedagogical material. For the following months, the material will be tested with primary and secondary educators. Each partner country will be closely collaborating with teachers in order to organise and deliver a unique STEAM experience to students. Alongside the pilot implementations, partners will begin producing the content for a Teacher Professional Development course (MOOC) aiming to build teacher's capacity around STEAM practices.

For more information, visit our website:

<https://robogirls.eu/en/>

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Consortium



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