TURKEY – IZMIR

14.04.2026 – 18.04.2026

"STEAM in Education: Cultivating Innovation through Creativity and Science"

Erasmus+ Staff Training

Course Description

This training course empowers educators to design engaging and interdisciplinary STEAM (Science, Technology, Engineering, Arts, Mathematics) activities. Participants explore creative and scientific approaches to problem-solving, foster student curiosity, and integrate sustainability, inclusion, and digital innovation in line with Erasmus+ objectives.

Learning Objectives

- Develop educators' competence in STEAM-based learning.
- Integrate arts and creativity into scientific thinking.
- Foster critical thinking and collaboration across disciplines.
- Use digital tools and eco-friendly resources in STEAM activities.
- Promote inclusive STEAM practices for diverse learner profiles.
- Support curriculum design through interdisciplinary projects.

Learning Outcomes

By the end of this training, participants will be able to:

- Plan and implement STEAM-based lessons.
- Apply project-based learning strategies.
- Use low-cost and digital tools to conduct STEAM experiments.
- Foster student creativity and inquiry.
- Design inclusive and eco-conscious STEAM activities.
- Collaborate with peers to create cross-curricular STEAM projects.

Programme – 14–18 April 2026

Day 1 – 14 April 2026

- Icebreaking and introduction to STEAM education.
- Key elements: creativity, collaboration and critical thinking.
- City excursion and welcome dinner.

Day 2 – 15 April 2026

- Integrating Arts into STEM: STEAM in action.
- Hands-on workshop: creating simple interdisciplinary projects.
- Digital tools for visual storytelling, modeling and simulations.

Day 3 – 16 April 2026

- Cultural excursion: Ephesus and Şirince visit.
- Informal reflection and group bonding.

Day 4 – 17 April 2026

- Group work: designing and prototyping a STEAM lesson/project.
- Peer feedback and coaching sessions.

Day 5 – 18 April 2026

- Presentations of group projects.
- Evaluation and feedback.
- Certification ceremony and farewell dinner.
- Future cooperation and Erasmus+ project planning.

Methodology

This course uses interactive methods such as collaborative workshops, design thinking, peer learning and guided reflection. Participants engage in small-group activities, experimentation and creative problem-solving tasks using accessible, low-cost materials and digital tools.

Erasmus+ Priorities Addressed

- Digital Transformation: Use of educational technology for innovation.
- Inclusion & Diversity: Strategies to include underrepresented learners in STEAM.
- Sustainability: Use of recyclable materials and green teaching practices.
- Active Citizenship: Enhancing students' 21st-century competences.