

Workshop: STEAM – Science and Technology Path for Every Child and Youngster

STEAM comes from the words Science, Technology, Engineering, Arts and Mathematics. These are the skills that are needed in the future and this workshop concentrated on one very basic question: how to build science and technology path for every child and youngster through the education.

The aim of this workshop was to discuss STEAM work, share best practices and experiences and plan the future activities in Baltic Sea Region. The outcome of the workshop was a proposal for the UBC Board for future STEAM cooperation in BSR. Workshop included case-studies about STEAM-cooperation and youngsters role in this work.

Case-studies included presentations of STEAM work in Turku and in Kaunas. Moreover, STEAM Junior competition from Turku was presented, as well as its' winning video "Why Nobody Really Cares About the Climate Change".

All participants took part in discussion session, which concentrated on the following questions:

- How to arrange STEAM cooperation in the Baltic Sea Region? Goals and activities?
- Sharing the best and worst practices: what works? what needs to be improved?
- Technology's role in the future of mankind: is it solving or causing the problems?
- Youngsters Saving the Day (and the Planet)
- What means science and technology path for every child and youngster?

In the workshop it was decided that the activities of the year 2020 include 2-3 study visits, STEAM seminar (either in Brussels or in some UBC City), implementation of new transnational projects, continuing the dissemination of good practices and cooperation with other networks and actors.