Presentazione Progetto Erasmus+ STEAMigPOWER

(STEAM approaches at higher education for mIGrants, refugees and asylum seekers' emPOWERrment
Potenziamento dei percorsi STEAM (Scienze, Tecnologia, Ingegneria, Arte, Matematica) di formazione avanzata per migranti, rifugiati e richiedenti asilo),

Mercoledì 22 Maggio 2024 – Sala dei Notari

Coordinatore:	Prof. Marco Fornaciari da Passano – Università di Perugia
9:30 – 10:00	Saluti istituzionali:
	Dott. Gianluca Tuteri, Vicesindaco del Comune di Perugia
	Prof. Daniele Parbuono, Università di Perugia Delegato per il settore Umane Risorse
10:00 – 10:15	Prof. Marzio Rosi, Università di Perugia *Presentazione del progetto STEAMigPOWER*
10:15 – 10:30	Prof.ssa Maria Noelia Faginas Lago, Università di Perugia *Presentazione dei corsi STEAMigPOWER*
10:30 – 11:00	Prof.ssa Silvia Fornari, Università di Perugia *Disparità di genere: l'importanza della formazione STEAM*
11:00 – 11:30	Don Marco Briziarelli, Direttore Caritas Diocesana di Perugia-Città della Pieve
11:30 – 11:45	Prof.ssa Fabiana Cruciani, Dirigente ITTS A. Volta, Perugia *'Mazdi ndi moyo' (L'acqua è vita). Un'idea progettuale tra tecnica e fraternità*
11:45 – 12:05	Avvocata Lorella Mercanti, Presidente MIXTIM *Integrazione dei minori stranieri non accompagnati in Umbria*
12:05 – 12:30	Discussione e Conclusioni

Project Priorities:

1 Inclusion and diversity in all fields of education. training, youth and sport

2 Environment and fight against climate change

3 Developing STEM/STEAM in higher education, in particular women participation in STEM.

STEAMigPOWER objectives and results are completely oriented to the main selected priority aiming the social inclusion and providing the necessary educational tools to enter the workforce and to develop knowledge, skills and values that lead to continued wealth and prosperity for themselves and for the communities they will be integrated in.

Partnership Composition

UNIVERSIDADE DO MINHO	Portugal	BRAGA	Higher education institution
UNIVERSITA DEGLI STUDI DI PERUGIA	Italy	PERUGIA	Higher education institution
FUNDACIO SOLIDARITAT UB	Spain	BARCELONA	Foundation
ARISTOTELIO PANEPISTIMIO THESSALONIKIS	Greece	THESSALONIKI	Higher education institution
MIDDLE EAST TECHNICAL UNIVERSITY	Türkiye	ANKARA	Higher education institution
S.E.A.L CYPRUS CYPRUS ORGANIZATION FOR SUSTAINABLE EDUCATION AND ACTIVE LEARNING	Cyprus	NICOSIA	Non-governmental organisation/ association

The stages of the Project are;

1

The Intensive Programs with a civic integration training aiming at creating a sense of belonging and understanding, and thus greater proximity, with EU values, such as democracy and human rights. This first Intensive Program will also include a MOOC on Digital Storytelling (therefore also addressing to digital transformation), which will allow migrant communities to develop their digital skills while fostering their critical and interpretive thinking and enhancing their learning experience.

2

The STEAMigPOWER will focus on the development of STEAM courses face-to-face and online, to be offered to migrants, refugees and asylum seekers, mainly women and pupils in upper secondary school (15 -18 years old), who are particularly vulnerable to being marginalized from sciences, technology, engineering, arts and mathematics (STEAM).

The chosen target group aims to the need of providing STEAM education to women, considering that education systems have allowed the maintenance of gender inequalities, disproportionally affecting marginalized girls, who are under-represented in STEM subjects and workforce (United Nations Children's Fund, ITU, Towards an equal future: Reimagining girls education through STEM, New York, 2020), making an effort to accelerate the process of preparing them to equally participate in the workforce, including STEM fields.; and, to the need of providing pupils with tools and expertise that will allow them to participate in solving the challenges that our world faces (especially under the environment and fight against climate change).

The STEAM courses are in line not only with European priorities but also with their home countries' needs, preparing them both to remain in EU in the future, as well as to return to their home countries, when conflicts comes to an end, with the appropriate tools and skills to rebuilding them in a sustainable way (fulfilling a gap in education in the home countries).

The STEAMigPOWER project's main objectives are:

1 Development of the STEAMigPOWER Intensive Programs to be delivered to migrants, refugees and asylum seekers, focusing on women and pupils in upper secondary school.

2 Development and delivery of the online course on Digital Storytelling to be delivered at the LTTAs and online (STEAMigPOWER VLE platform);

3 Development of an open-access VLE platform to deliver the online courses created within the project, aiming also at the participation and content maintenance by other European and worldwide

4 Development and delivery of the STEAMigPOWER Intensive Program Modules in online format, to be available at the VLE platform.

STEAMigPOWER project expects to achieve the following project results (PRs) and outcomes:

PR1 STEAMigPOWER Intensive Program Modules

PR2 Digital Stories created by the participants on the STEAMigPOWER Intensive Programs

PR3 STEAMigPOWER VLE Platform

PR4 Online STEAMigPOWER Intensive Program Modules

STEAMigPOWER Intensive Program Modules:

- STEAM Program on Climate Change
- STEAM Program on Sustainable Development
- STEAM Program on Eco Building Construction
- STEAM Program on the 5R's
- STEAM Program on Sustainable and Renewable Energy