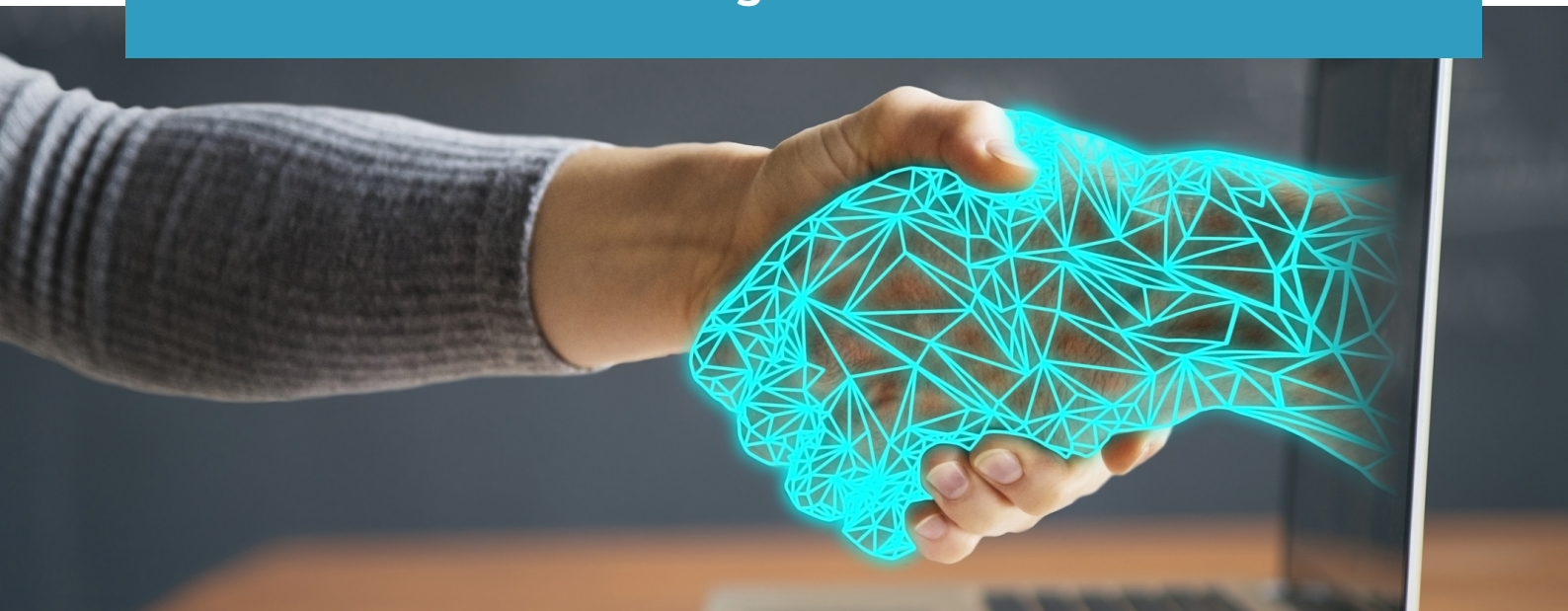




Leverage Teaching and Learning of STEM for Building Resilience and Achieving Socio-Emotional Success



ABOUT EDUTAINSTEM



The EdutainSTEM project aims to mitigate the pandemic's impact on traditional learning by prioritizing students' well-being and social-emotional learning (SEL) development, addressing STEM learning losses, and enhancing resilience among educators and students. The project will introduce an innovative AI-powered app that integrates edutainment learning experiences, transforming classroom dynamics and preparing students for future challenges.



LTTA & TPM2 IN CYPRUS



From 19–21 January 2026, partners of the EdutainSTEM gathered in Cyprus for a productive Learning, Teaching and Training Activity (LTTA) and the project's second Transnational Project Meeting (TPM2). The two-day LTTA focused on refining the functionalities of the project's mobile application, ensuring it effectively supports the delivery of interactive and engaging STEAM learning experiences. In addition, partners explored how AI-powered STEAM activities can be used to foster Social and Emotional Learning (SEL) among students, highlighting the project's innovative approach to combining technology, creativity, and emotional development in education.

Following the LTTA, partners met for TPM2, where they reviewed the progress achieved so far and began planning the next exciting phase of the project — the upcoming National STEAM Competitions, which will bring students together to apply their skills in creative and collaborative ways.

KEY ACTIVITIES

In addition to EdutainSTEM's successful LTTA and TPM, the project's key activities include developing the AI-driven mobile app, designing STEM lessons that integrate socio-emotional learning, and ensuring that these lessons function effectively within the framework of the app. At the same time, the partnership is implementing strong quality assurance and ethical standards, including finalized peer-review templates, evaluation forms, and a structured repository for project materials. The project also strictly follows GDPR compliance and ethical guidelines, while ongoing quality monitoring ensures that all activities and outputs meet the project's expected standards.





NEXT STEPS

With the project steadily progressing, the partnership has established a clear timeline for the upcoming phases and key deliverables of the EdutainSTEM. Over the coming months, partners will focus on the development, testing, and implementation of innovative STEAM learning tools designed to support both academic and socio-emotional learning.

This next phase of the project will include several important milestones:

Two STEM learning scenarios will be developed by each partner by the end of April 2026, providing engaging educational activities that integrate STEAM learning with creative and interactive approaches. Technical testing of the project's mobile application will take place in May 2026, ensuring that all functionalities operate smoothly and effectively before its wider use in educational settings.

A user guide and tutorial video in English will be produced by June 2026 to support teachers and students in navigating and using the app.

The application will then be validated in participating schools in September 2026, with approximately 10 students per school testing the platform and providing feedback on usability and learning impact.

Based on the testing results, partners will proceed with content integration and final improvements between October and November 2026.

Finally, students will have the opportunity to showcase their creativity and knowledge through the National STEM Competitions, scheduled for October–November 2026. The project will conclude with the final conference and Transnational Project Meeting, which will take place during the week of 11 January 2027 in Roermond, Netherlands, lasting 1.5 days and including a half-day conference and a full-day TPM, where partners and stakeholders will share results and celebrate the achievements of the project.



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