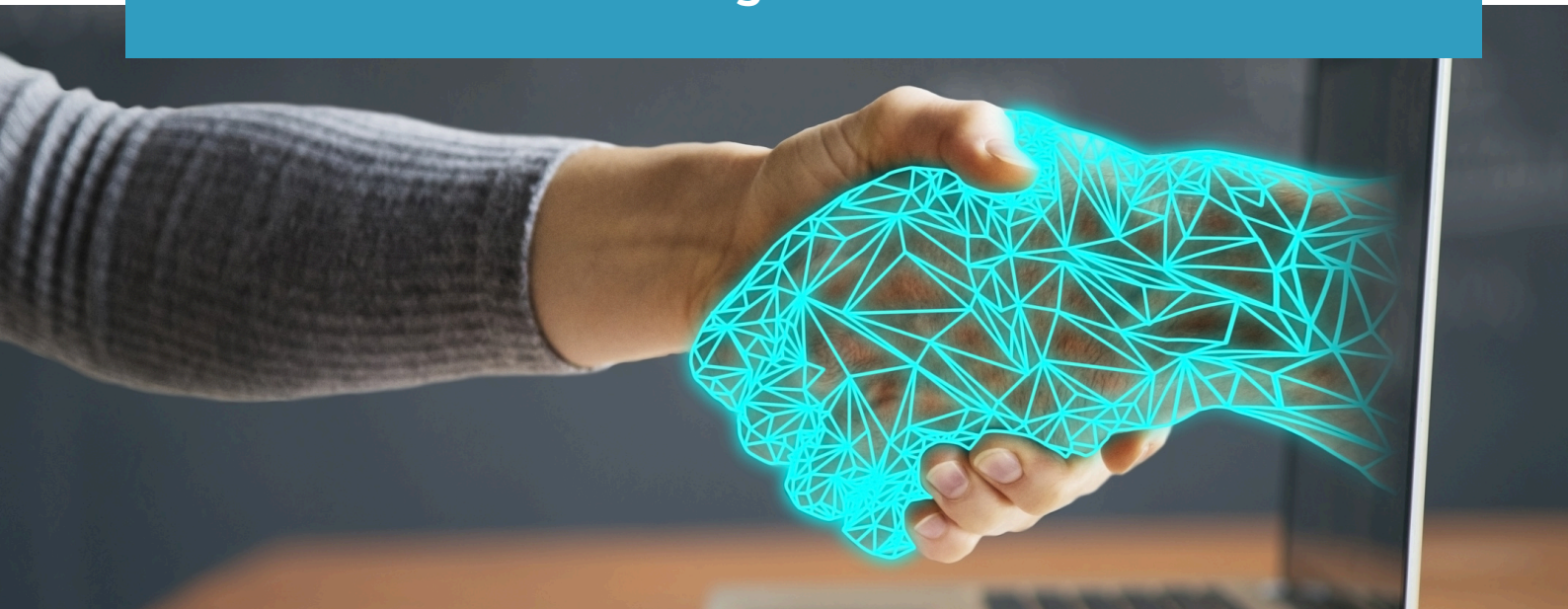




Leverage Teaching and Learning of STEM for Building Resilience and Achieving Socio-Emotional Success



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.



THE KICK-OFF MEETING



Between the 28th - 29th of January 2025, the First Transnational meeting for the EdutainSTEM project took place in Eötvös Loránd University, in Budapest, Hungary.

This meeting brought together partners to align on the project's vision and goals for advancing STEM education. The first day focused on laying the foundation for collaboration, starting with a welcome reception and project overview. All work packages, including project management, AI-driven app development, and dissemination strategies, were introduced, followed by discussions on shared experiences from previous projects.

In the afternoon, participants engaged in brainstorming sessions to develop the EdutainSTEM competence framework. Day 2 centered on administrative planning, including budget discussions, setting milestones, and assigning responsibilities. The meeting concluded with feedback, reflections, and a farewell lunch.

KEY ACTIVITIES

Key activities include developing a comprehensive framework based on insights from interviews and focus groups with education professionals, designing the AI-driven app, creating user guides and video tutorials, and producing animated videos. The project's outcomes will include a comprehensive framework integrating SEL and STEM, the AI-driven app with embedded edutainment experiences, and the dissemination of these tools, culminating in a STEAM Award to recognize outstanding contributions.





NEXT STEPS

With the completion of the successful Kick-off meeting, the partnership took immediate action to amend the WP2 Methodology and begin the initial development and desktop research!

This research will lead to the **creation of the competence framework** for understanding and developing students' socio-emotional competencies. This framework will focus on integrating socio-emotional education (SEE) within STEM subjects, and it includes several key components:

- A competence framework (matrix) that connects STEAM subjects taught in partner schools with the relevant social and emotional competencies to be developed.
- Data collection on the challenges and learning needs across partner countries.
- A set of recommendations and guidelines to navigate and implement the framework.



STAY TUNED



www.edutainstem.eu



@edutainstem



COORDINATOR



PARTNERS



FACULTY OF EDUCATION
AND PSYCHOLOGY



ISTITUTO SCOLASTICO
ANNA MICHELI



Co-funded by
the European Union

This project has been co-funded with support from the European Commission. This communication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein. Project Number: 2024-1-NL01-KA220-SCH-000244971