To support teachers' understanding and use of STEAM education, the STEAM Stars project has produced a **European Framework of Competences in Teaching STEAM Education for Gifted Students** - defining for the first time the competences, knowledge and skills required to teach STEAM to high-ability learners.

The project has also developed:

- The **STEAM Stars Open CAMPUS** (available in four languages), comprising:
  - an Online Instructional Guide on Digital Competences for Virtual Learning,
  - a set of structured Training Modules, and
  - a programme of Massive Open Online Courses (MOOCs);
- **The STEAM Stars Mobile Assessment App**, a practical and innovative ICT -based tool designed to evaluate competences against the European Framework of Competences;
- **Accessible guidelines** to promote transparency and recognition of teaching STEAM education for gifted students.

Links

www.steamstarsproject.com
steamstars@coventry.ac.uk
Twitter @steam_stars

Open Campus training sites

English: https://en.opencampus.steamstarsproject.com

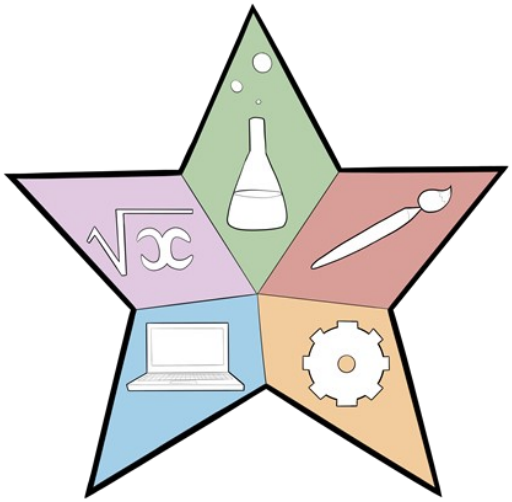
Spanish: https://es.opencampus.steamstarsproject.com

Dutch: https://nl.opencampus.steamstarsproject.com

Turkish: https://tr.opencampus.steamstarsproject.com

STEAM Stars

A European Framework of Competences in Teaching STEAM Education for Gifted Students



Co-funded by the Erasmus+ Programme of the European Union

What is STEAM Stars?

STEAM Stars is a European project funded with support from the European Commission, through the ERASMUS+ programme, which provides open source, freely available training to educators of gifted children.

The learning materials have been designed to assist educators, parents, and other relevant individuals in recognising giftedness and to help them to find the best ways to support gifted children both in and out of the classroom.

Evidence suggests that highly gifted learners represent as much as 15% of the EU school-age population, although at present there is a marked scarcity of targeted teacher training in this area. As a result, most gifted students spend the majority of the time in regular classrooms without access to challenging work or teachers knowledgeable about the special learning needs of high-ability learners.

STEM (Science, Technology, Engineering and Mathematics) education has been an increasing focus in schools and universities over the past two decades and is recognised as being essential to "national development and productivity, economic competitiveness and societal wellbeing". The integration of Arts into STEM to create STEAM education has enormous potential to provide challenging and motivating exercises to the currently underserved gifted students. Rather than spending less time on STEM subjects and more time on art, STEAM education applies creative thinking to STEM projects, sparking students' imagination and creativity through the arts. While studies show that a quality STEAM education program is engaging, motivating, student-centred, innovative, collaborative, and applies real-world applications, teachers often find it challenging to integrate into their existing teaching practice.

The Partnership