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**STEAM:** Science, Technology, Engineering, Art & Math

**Date of creation:** 2019

**Goal:** To form students' skills of the 21st century, such as critical, creative thinking, cooperation, and others, to create opportunities for learning in the process of creativity, to combine subjects into a single training model based on applications aimed at solving integrative real problems, increase student's ability to use modern ICT equipment by introducing different programming languages.

**Information:** The teaching process in the general education schools covered by the project follows the curriculum prepared for the modules "3D Printing", "Microbit Programming", "Electrical Engineering", "Biotechnology", "Nanotechnology", "Robotics", "Genetic Engineering", "CNC Laser Cutting", "Unmanned Aerial Vehicles (training drones)", "Entrepreneurship".

**Scope of the coverage:** The STEAM project covers 302 comprehensive schools and 10 STEAM Centres. A total of about 91,000 pupils are involved in STEAM education.