STEAM: Science, Technology, Engineering, Art & Math

Date of creation: 2019

Aim: To Tovdevelops21st century skills in students such a sticritical and creative thinking, collaboration, reffective communication and an innovative approach to proproblem solving. The project promotes the teaching of different subjects in an integrated way by creating a practical and creative learning environment. Students learn to apply their theoretical knowledge in practice by working on projects aimed at solving real-life problems.

The project also aims to accelerate students adaptation to modern technologies and improve their skills in using innovative tools such as ICT equipments, robotics, 3D modeling and engineering. The his approach is not limited to the transfer of knowledge, but also aims to develop students thinking, rinitiative and leadership skills that will enable them to contribute to their community in the future.

Information: In general education schools where the project is implemented, the thraining process is carried out in the following specialties: "3D printing,", "Coding withwith gsingle-board microcontrollers Michenicabile and Arduino Engineering" (eldetectricabile gineering), whem icabile gring in earling and industriabile gineering, letc. It is in Biotechnology Nar Nanotechnology Mec Mechatronics and robotics", "CAD and CAMsystems", (("3D modeling, printing, CNC laser engraving and cutting"), 'Unmanned aerial vehicles" (training drones), AUV and ROV systems (autonomous underwater vehicles and remotely operated vehicles). The training processes is rearried outsine adeordance with the teentent developed under the "Alternative Energy" and "Entrepreneurship" programs.

Students are currently being trained in various programs at Steam Centers in BakBaku, ir Khirdalan, in Sumgait, bGuba, it Ismayilligh Aghdash, ir Barda, vTovuz, a Shamkir, Zagatala, Gakh, Sabirabad, Shirvan, Lankaran, Mingachevir and Ganja.

More than 3,000 students across the country are benefiting from training programs susuchasas "ArtL'ArtLab", d'CodeLab", et Mechatronics and Robotics at ESatellite Te Technologies", D'Drone Technologies "Pr'Rrogrammable, Systems", Al'Alternative

Energy Sources", "ROV and AUV Systems", "Unmanned Surface Vessel Systems", desdesigned for fdifferent ageogroups based onetheoprograms listed linetheeSteam Centers.

Scope: The Steam project covers 252,711 students in grades 4-9 from 398 general education schools. There are 21 STEAM Centers throughout the country.

From the 22024-2025 academica year, the project will calso be implemented in primary school classes (4th grade). In addition, from this school year, the project will also be implemented in the liberated territories and in Nakhchivan.

