

SpicE



Special EduCation **STEAM Academy**



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

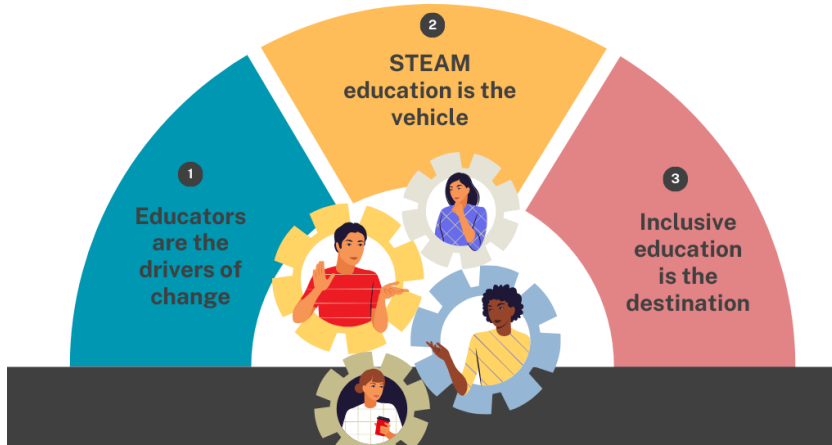
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Project SpicE: Special Education STEAM Academy

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Key message



SpicE is a 3-year project co-funded by the European Union under the Erasmus+ Teacher Academies action aiming to support the inclusion of students with mild disabilities in STEAM education.

- **Objective:** Strengthen primary school teachers' competences in Inclusive STEAM Education.
- **Mission:** To bridge the gap between STEAM and special education.

Project partners

1. (EL) Hellenic Open University, DAISSy research group (HOU)
2. (EL) Research Innovation and Development Lab (ReadLab)
3. (EL) University of Macedonia (UM)
4. (ES) Universidad de Alicante (UA)
5. (BG) Sindikat Obrazovanie Kam Kt Podkrepa (TUT)
6. (BG) Trakiyski Universitet (TUNI)
7. (BG) Osnovno Uchilishte Hristo Smirnenki (OUHS)
8. (CY) University of Cyprus (UCY)
9. (CY) Ministry of Education, Sport and Youth of Cyprus (MOESY)
10. (BE) European Schoolnet (EUN)

Tools for promoting STEAM in Special Education

Professional development of STEAM Special Educators

Inclusive STEAM Educational Framework

Instructional methodologies, body of knowledge, learning activities, OERs and assessment procedures and didactic methods for Inclusive STEAM education

Inclusive STEAM Educators Competence Framework

5 perspectives
16 competence areas
42 competences
200 statements

Policies and Good Practices

Understanding educators' needs and supporting inclusive STEAM education in practice

Pre-service and in-service primary education teachers

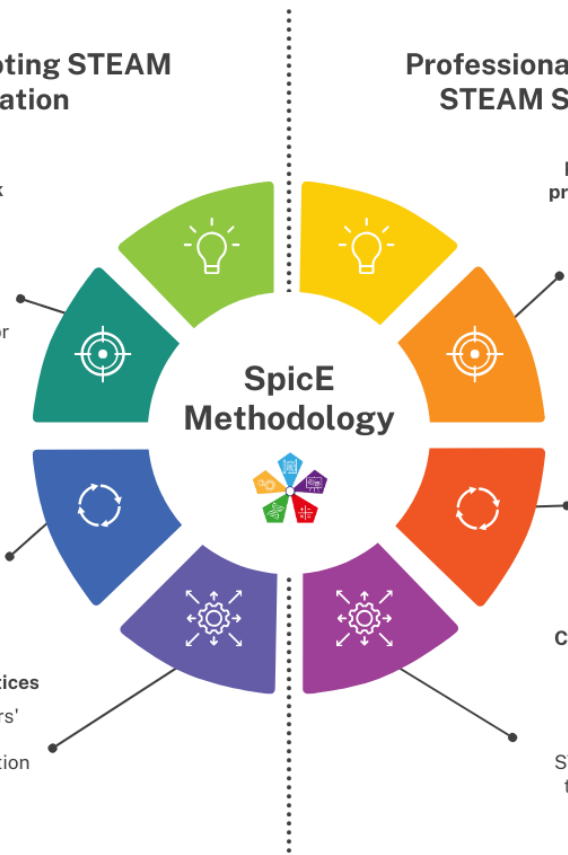
Empower ALL educators in using approaches that reflect the STEAM and Inclusive Education philosophy and principles

Curriculum and Training offer

Competence development of teachers via a curriculum that consists of MOOC, blended learning and mobilities

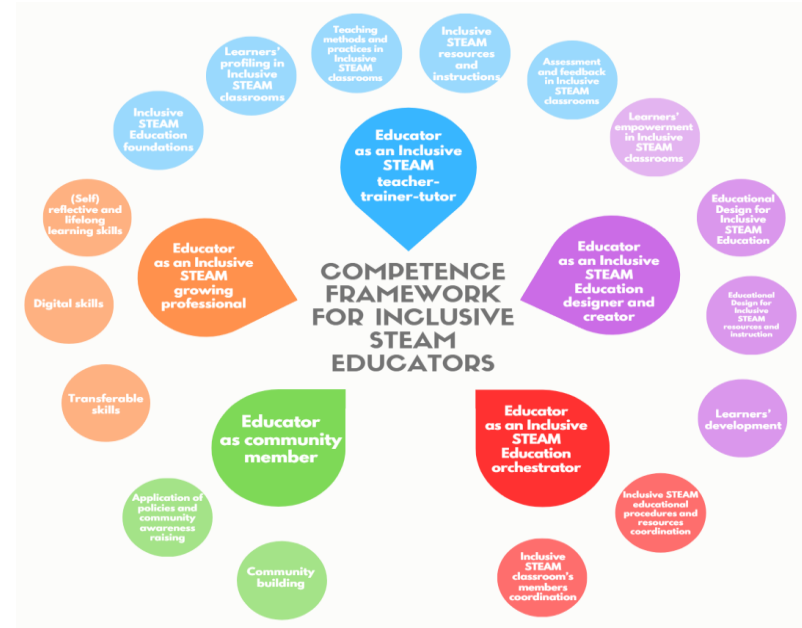
Community of Practice and Inclusive STEAM Alliance

Professional network for continuous learning and improvement in inclusive STEAM education including teachers and stakeholders



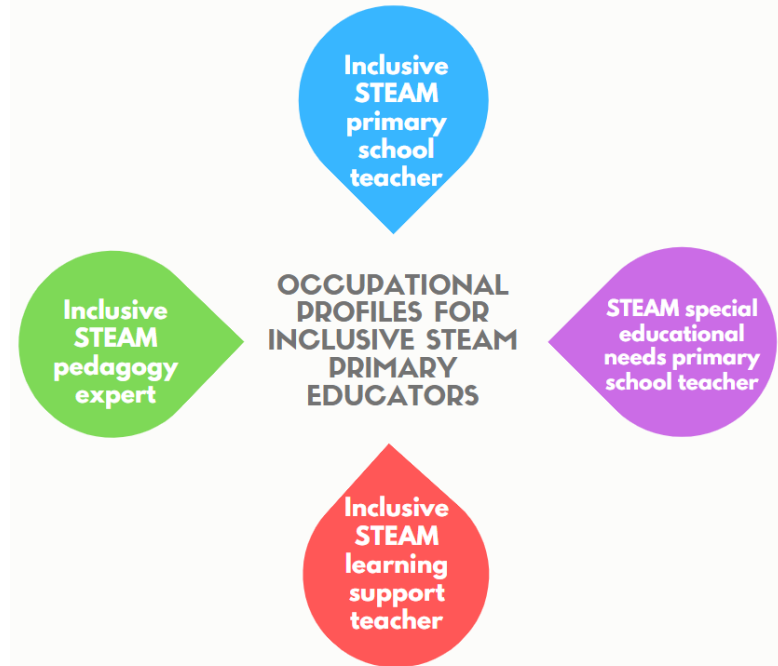
Inclusive STEAM Educators Competence Framework

- 5 perspectives
 - Educator as an Inclusive STEAM teacher- trainer-tutor
 - Educator as an Inclusive STEAM Education designer and creator
 - Educator as an Inclusive STEAM Education orchestrator
 - Educator as a Community member
 - Educator as a growing Inclusive STEAM professional
- 16 Competence areas
- 42 Competences
- 200 Statements



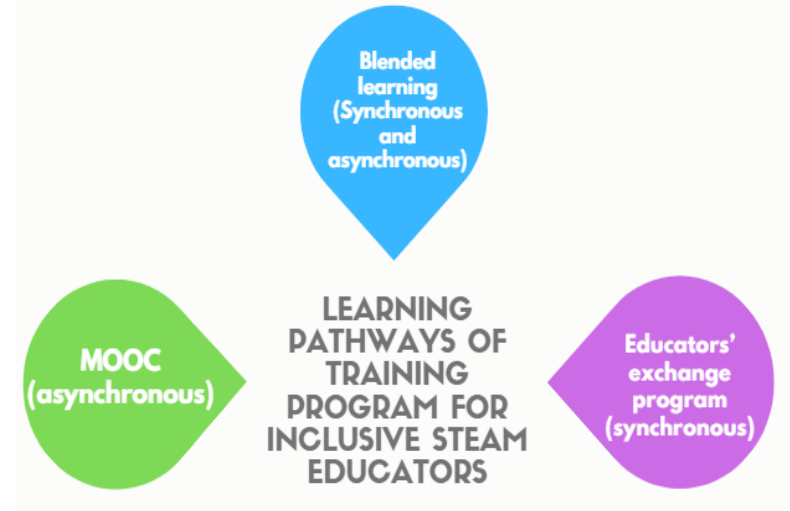
Occupational profiles for Inclusive STEAM Educators

- 4 occupational educator profiles (primary education) were identified as necessary in the Inclusive STEAM classroom for the success of any intervention

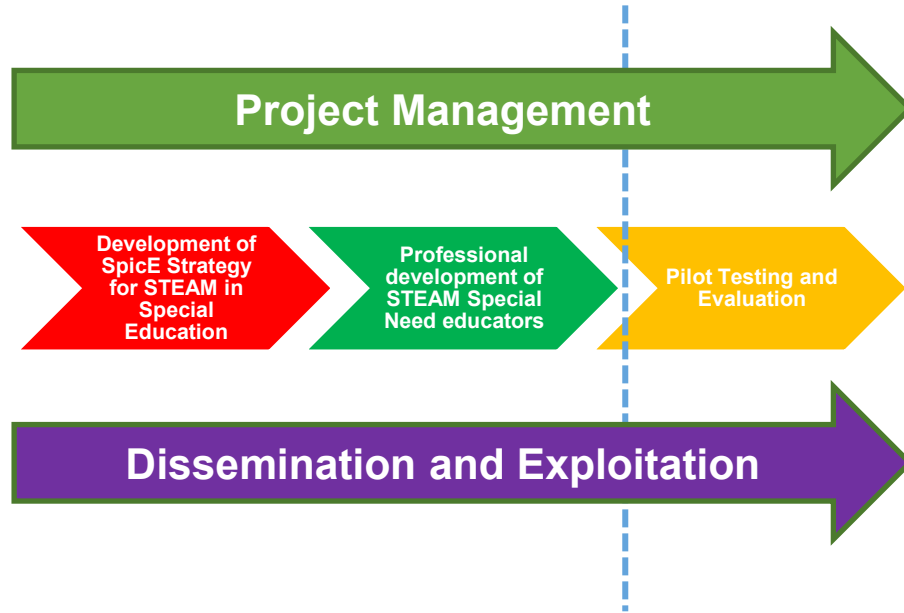


Training curriculum for Inclusive STEAM Education

- Three different training phases
 - MOOC
 - Blended learning
 - Educators' exchange program
- Different depth in the development of educators' roles in each phase
- Two different learning pathways
 - One for pre-service primary educators
 - One for in-service primary educators



Workplan





Thank you!

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