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GREEN STEAM



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GREENSTEAM

GREENovation & STEAMpreneurship

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AIM

The GREEN STEAM project aims to mainstream the green skills and entrepreneurial spirit across academic students in STEAM field, particularly women and vulnerable learners underrepresented in the 21st century jobs.

RESULTS

The GREEN STEAM project will develop gamified flipped open online courses in entrepreneurial and green skills to empower female learners in STEAM, and support the transition to the circular economy.

Students will be introduced to the principles of entrepreneurship, circular economy, design thinking, and project management

The massive open online courses will be freely accessible through a multilingual gamified e-learning platform featuring video lectures, interactive exercises, tests and inspiring resources.



The free gamified open online courses will introduce students to the topics of:

- Entrepreneurship in STEAM
- Green skills and sustainability
- Innovation and design thinking
- Digital skills in entrepreneurship
- Project management and social skills

In 2025, at least 250 students will take part in 6-month hackathons. They will go through the online courses, collaborate in flipped learning labs, and participate in demonstration events in each country, where they will present their green business entrepreneurship ideas.

In the flipped labs, students will work in teams and apply the obtained knowledge to solve practical challenges faced by companies, and come up with innovative and sustainable solutions.

The impact report will summarize the outcomes of the GREEN STEEM Open learning platform and flipped learning approach on learners. It will be presented to key stakeholders at national multiplier events in the end the project, and will be widely disseminated across educators.