

# NEWSLETTER

## edition 2

08/2023

The STEAM4LIFE project focuses on empowering Higher Education students (with a focus on women) to actively engage in the STEAM field, while promoting higher educational institutes in building their capacity to implement innovative STEAM activities and approaches.

This will help to empower and encourage women in the STEAM field, enhancing their confidence and self-esteem and positively affecting their future career choices.



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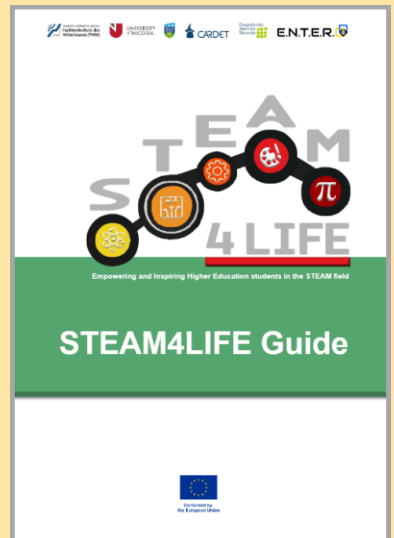
The under-representation of women in STEAM (science, technology, engineering, arts and mathematics) has become a critical issue in the European Union over the last decade. Despite numerous initiatives, the problem persists due to its complex, multi-level nature. Evidence from university statistics and career data highlights the limited participation of women in these fields.

Women face significant barriers to access and progress in STEAM and the digital economy. To address this, women need to be empowered through activities involving digital technologies and support systems such as mentoring programmes. Such programmes connect women with role models and peers to inspire and guide them towards STEAM careers.



The STEAM4LIFE project conducted research in this area in Austria, Cyprus, Germany, Ireland and Slovenia by analysing national legislation and data, conducting interviews and an online survey. Key findings and results, as well as best practices for the design, implementation and evaluation of mentoring programmes and strategies to engage women in STEAM are now published in the STEAM4LIFE GUIDE and available for download from our website:

**[www.steam4life.eu/project-result-guidance-and-mentoring-programme-for-women-in-steam](http://www.steam4life.eu/project-result-guidance-and-mentoring-programme-for-women-in-steam)**

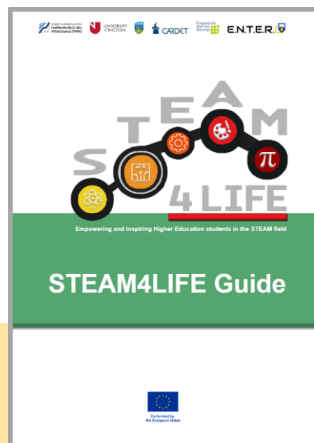


**Please feel free to use our resources!**

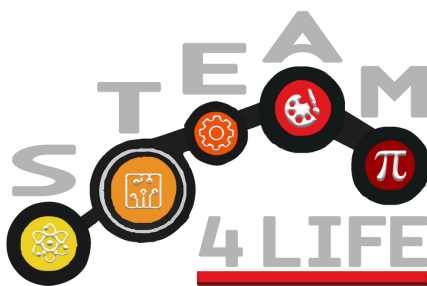


Best Practice 5: RoboGirls	
<b>Topic/ Area</b>	Empowering girls in STEAM through robotics and coding
<b>Target group</b>	Teachers, Students (Education level: Primary education, Secondary, Adult education)
<b>Type of Best Practice</b>	EU+ Project
<b>Date released</b>	2020
<b>Partners/ network</b>	RoboGirls Consortium: Croatia, Cyprus, Greece, Ireland, Spain
<b>Description of the methods/ approach and/or theories used</b>	Building the capacity of teacher educators to organise and implement innovative hands-on STEAM activities and events (such as lesson plans, workshops, thematic school days) with the use of robotics and coding. By applying robotics and coding in school curricula, the project empowers girls and boost their self-esteem and enhance their confidence in relation to the use and capabilities they think they have towards digital technologies, making them consider following a relevant career in the future and be active in the future of the digital sector.
<b>Purpose/Aim</b>	Project aims at reducing disparities of girls' engagement in STEAM through the use of educational robotics, coding, and other attractive innovative online tools and activities by enhancing teachers' personal and professional development.
<b>Evaluation (results) of its effectiveness</b>	It has already been labelled good practice in the Erasmus+ results platform (received a score of 98/100). Also, the Robogirls project is a candidate for awarding this year's European Award for Innovative Teaching!
<b>Web link</b>	<a href="https://robogirls.eu/en/">https://robogirls.eu/en/</a>

BEST PRACTICE 6: Women ReBOOT	
<b>Topic/ Area</b>	<b>Women ReBOOT</b> Ireland is an initiative that specifically targets women who have taken a career break and are looking to return to work in the technology sector. The program focuses on supporting women who have previous experience or qualifications in technology-related roles but have been out of the workforce for a period of time.
<b>Target group</b>	<b>Women on Career Breaks</b> <b>Technology Professionals</b> <b>Return-to-Work Women</b>



<b>Type of Best Practice</b>	Targeted assistance, training, and networking opportunities to help these women refresh their skills, build confidence, and successfully reintegrate into the technology industry.
<b>Date released</b>	2017
<b>Partners/ network</b>	<ul style="list-style-type: none"> <li>Women ReBOOT has now enabled more than 100 women to rejoin the tech sector, stepping back into high-skilled roles in over 40 partner companies. Some examples of organizations that have been involved in supporting Women ReBOOT</li> <li>Technology Ireland</li> <li>Technology Companies</li> <li>Higher Education Institutions</li> <li>Professional Networks and Associations</li> <li>Government Agencies</li> </ul>
<b>Description of the methods/ approach and/or theories used</b>	<ul style="list-style-type: none"> <li>Career Development and Skills Training</li> <li>Individualized Support and Guidance</li> <li>Networking and Mentorship</li> <li>Collaborations with Industry</li> <li>Building Resilience and Confidence</li> <li>Gender Equality and Inclusion</li> </ul>
<b>Purpose/Aim</b>	The Women ReBOOT program aims to provide targeted assistance, training, and networking opportunities to help these women refresh their skills, build confidence, and successfully reintegrate into the technology industry. By addressing the specific needs of women on career breaks in the technology sector, Women ReBOOT strives to facilitate their transition back into meaningful and rewarding technology roles.
<b>Evaluation (results) of its effectiveness</b>	<p>Sample Program Outline</p>
<b>Evaluation (results) of its effectiveness</b>	Women ReBOOT supports women with tech sector skills and experience to return to work after a career break. Women ReBOOT has now enabled more than 100 women to rejoin the tech sector, stepping back into high-skilled roles in <u>over 40 partner companies</u> .
<b>Web link</b>	<a href="https://www.digitalskillnet.ie/about-women-reboot/">https://www.digitalskillnet.ie/about-women-reboot/</a>



**Empowering and Inspiring Higher  
Education Students in the STEAM field**

**GET IN TOUCH**  
[contact@steam4life.eu](mailto:contact@steam4life.eu)

## PROJECT PARTNERS



Staatlich anerkannte, private  
**Fachhochschule des  
Mittelstands (FHM)**



**UNIVERSITY  
of NICOSIA**



Gospodarska  
zbornica  
Slovenije 

Chamber of Commerce  
and Industry of Slovenia



**CARDET**

**E.N.T.E.R.**   
European Network for Transfer and Exploitation of EU Project Results

**PROJECT DURATION**  
**12/2022 - 11/2024**



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The creation of these resources has been (partially) funded by the ERASMUS+ grant program of the European Union under grant no. 2022-1-DE01-KA220-HED-000087805. Neither the European Commission nor the project's national funding agency DAAD are responsible for the content or liable for any losses or damage resulting of the use of these resources.