

STEAM – Science and Technology Path for Every Child and Youngster

VIRTUAL WORKSHOP 2.10.2020, 12.00-14.30 (CET)

STEAM comes from the words *Science, Technology, Engineering, Arts and Mathematics* - the skills needed in the future. This workshop concentrates on one very basic, yet extremely important question: how to build a science and technology path for every child and youngster through education. The aim of this workshop is to discuss STEAM work, share best practices and experiences and plan the future activities in the Baltic Sea Region.

PROGRAM

- 12.00** **Opening**
Matti Mäkelä, Head of the PMO, City of Turku / Development Services
- 12.10** **KeyNote Speakers**
- STEAM cooperation between basic, secondary and higher education**
Sari Stenvall-Virtanen, Head of Education, Technology Campus Turku
- Beyond 2030 Challenge – Youth Saving the Planet and Mankind**
Simon Cladders, Management Support to CEO Nordic Region, Bayer
- 12.50** **Break**
- 13.00** **Workshop Discussion in Smaller Groups**
- Best Steam Practices in BSR
 - STEAM cooperation in BSR (goals, methods, themes etc.)
- 14.00** **Outcomes of the Workshop Discussions and the Next Steps**
- 14.30** **Closing the Workshop**

The outcome of the workshop will be a collection of best practices and a proposal for the future STEAM cooperation in BSR.

Register at <https://link.webpolsurveys.com/EP/532BA64AB900B4B6>

Registration is open until 25th of September.

Maximum number of participants is 30. All participants will receive a link to the virtual workshop on 29th of September.

The workshop is arranged by STEAM Turku project, UBC Task Force Supporting Youth Employment and Well-Being and EUBSRS Flagship project School to Work. Workshop is part of the 11th Annual Forum of the EU Strategy for the Baltic Sea Region.

