

European Schools Revolutionize Science and Arts Education Through Transnational Innovation Events

Across Greece, Portugal, and Romania, educators and educational leaders have successfully concluded the national multiplier events for the **FIND STEM** project (*Fostering Innovations and Nurturing Diversity in STEM Education*), showcasing breakthrough approaches that blend arts, play, and digital tools into primary and secondary science education.

The FIND STEM initiative aims to address key educational challenges by transforming traditional STEM teaching into an inclusive, creative, and gender-balanced STEAM experience. Through three national multiplier events titled *Arts, Creativity, and Fun Learning Symposiums for STEM*, the partner institutions disseminated two key project deliverables: the **Continuous Professional Development (CPD) Curriculum** and the **Compendium of Resources**.

Rafina Event Blends Hands-On Science with Community Engagement

On 9 May 2026, the 1st Primary School of Rafina organized the Greek national symposium in Rafina, Greece. Integrated into a wider local educational and community festival attended by approximately 2,000 visitors, the event engaged 56 direct participants. The audience brought together 12 teachers, 5 psychologists, school stakeholders, parents, and a representative from the Hellenic Authority for Quality Assurance in Primary and Secondary Education (ADIPDE).

Led by School Director Chelmis Sarantis alongside training assistant George Stefanis and support staff Maria Latzaki, Aikaterini Lazarou, and Manolis Vinichakis, the symposium emphasized practical, student-centered learning. Highlights included:

- **Student Presentations:** Pupils presented their own projects, acting as co-constructors of learning outcomes.
- **Interdisciplinary Projects:** The "Umi no Kokoro" (Waves, Gardens and Marine Missions) activity linked marine environmental themes with inquiry and creative exploration.
- **Experiential STEM Demonstrations:** Participants engaged in a hands-on newspaper chair engineering challenge and explored underwater robotics, virtual reality (VR) experiences, educational robots, pocket parks, and digital breakouts.

Evaluation feedback from 47 collected questionnaires (83.9% response rate) showed exceptionally high satisfaction, with average field scores between 4.96 and 5.00 out of 5. Furthermore, 83.0% of respondents expressed direct intent to deploy or share FIND STEM resources.



Porto Multiplier Event Reaches Vocational and Higher Education Sectors

In Portugal, partner organization ECSH delivered a three-session national multiplier event across two consecutive days in Porto on 1 and 2 June 2026.

To maximize outreach across diverse educational sectors, ECSH adopted a targeted three-session structure:

- **Session 1 (CESAE Digital, 1 June 2026):** Attended by 9 vocational education professionals, training coordinators, project managers, and technical specialists specializing in digital competences.
- **Sessions 2 and 3 (Escola Superior de Educação do Porto - ESE-IPP, 2 June 2026):** Attended by 29 academic leaders, including the Coordinator and Vice-Coordinator of the Pedagogical Council, university lecturers, educational psychologists, career guidance counselors, researchers, and Master's students in primary education.

The Portuguese sessions offered expert presentations and interactive workshops focusing on Digital Breakouts, WebQuests, project-based inquiry, and gender-sensitive teaching frameworks. Participant evaluation scores exceeded 4.8 out of 5 across all criteria, with 93.5% confirming plans to use the presented materials in their professional activities and 87.1% requesting ongoing updates regarding project outcomes.





Pitești Symposium Accelerates Regional Educational Transformation

On 3 June 2026, Centrul pentru Inovare și Performanță (CIPerform) organized the Romanian national multiplier event at Hotel Ramada (Onix Hall) in Pitești, Romania.

The intensive national event gathered 39 active participants representing 15 separate schools, inclusive education centers (such as CSEI "Sfânta Filofteia" Ștefănești), and administrative bodies across Argeș County. The audience included primary and secondary school teachers spanning scientific and humanistic disciplines, school headmasters, pedagogical coordinators, and county guidance counselors from CJRAE Argeș.

The Romanian symposium featured plenary sessions on transitioning from STEM to STEAM, guidance on dismantling unconscious gender biases in technical subjects, and hands-on workshops simulating gamified Digital Breakouts, WebQuests, and tactile mini-STEAM lesson planning. Quantitative evaluation metrics revealed near-perfect satisfaction (4.89 to 4.95 out of 5 across evaluated criteria), with 97.4% of respondents explicitly confirming their intent to immediately deploy and distribute FIND STEM resources within their institutions.



Transnational Synergy and Lasting Educational Impact

Across all three host countries, the national multiplier events exceeded participation targets, directly training over 130 educators, psychologists, researchers, and institutional leaders. By combining creative arts, gamified digital tools, and real-world inquiry with core technical subjects, the FIND STEM project has established a strong foundation for sustainable, inclusive, and engaging STEAM education across Europe.