



# Mind over Matter Popularisation of STEM using STEAM methodology



Co-funded by the  
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# The methodology



- Aimed at popularisation of STEM among young people 13 -18 who are not considering followingg STEM educational path
- Based on unstructured educational goal:
  - Educational environment conducive to high youth engagement
  - An investment from the youth in their learning
  - Problem solving in the context of the real world
  - Planning in a non-traditional format where educator facilitates the development of the ideas without being perspective



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# MOM cards



MOM CARDS

PILOTS

PROJECT

PARTNERS

NEWS

CONTACT



SHUFFLE ALL

SHUFFLE ARTS

SHUFFLE CAREERS

SHUFFLE SDG's

SHUFFLE CONCEPTS

**ART**

**VIDEO GAME  
DESIGNER**

**13 CLIMATE  
ACTION**

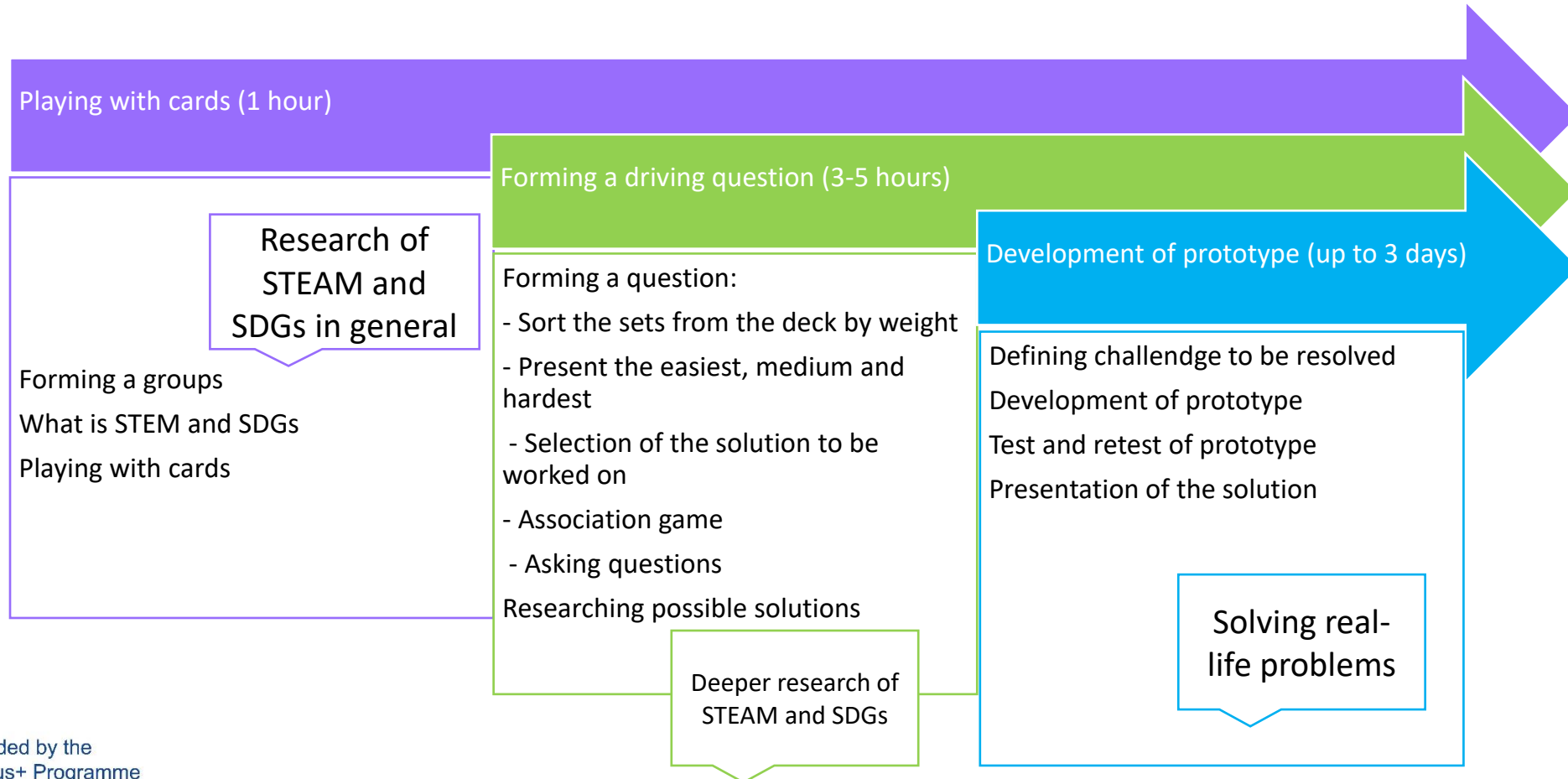


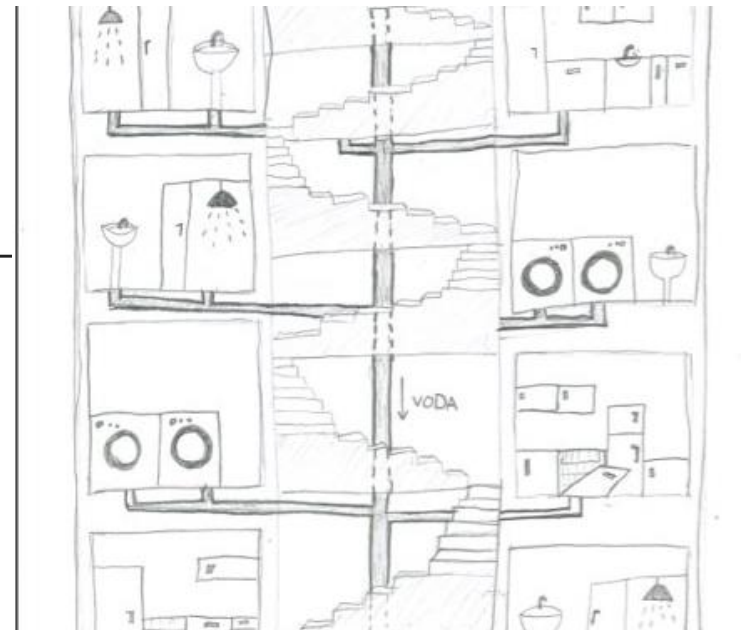
**DISTRIBUTE**



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# Phases of implementation





## Example of developed solutions

<https://steamproject.eu/pilots/>

72 different solutions developed are presented on the project webpage

# Results



## Playing with cards

42% of young people report increased interest in STEM education and career

## Forming a driving question

60% of young people report increased interest in STEM education and career

## Development of prototype

70% of young people report increased interest in STEM education and career



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# Materials

- Teachers handbook
  - Research report
  - Recommendations for transferability
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- Available on: <https://steamproject.eu>



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# Mind matter



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