

NEWSLETTER

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DATA SCIENCE EDUCATION IN STEAM FOR CIVIC ENGAGEMENT AND SOCIAL JUSTICE FROM THE EARLY YEARS

Project Number: 2023-1-CY01-KA220-SCH-000164724

PROJECT AIM:

DataScEdCiEn aims to support the development of young students' (ages 9-15) data science literacy through the design and implementation of interdisciplinary conceptual frameworks, educational strategies, and learning material that introduce data science as a powerful tool for addressing real-world issues related to civic engagement and social justice

Project Objectives

- Create a conceptual framework for the systematic progression of data science knowledge and skills across STEAM curricula, covering the age range of 9-15
- Empower teachers to engage in collaborative design and classroom implementation of data-centered STEAM scenarios
- Equip primary and secondary STEAM teachers with the required knowledge, skills, and resources to bring data science into their classrooms in ways that promote all students' engagement in data-centered problem-solving of complex societal issues
- Evaluate the impact of the DataScEd4CiEn approach on teachers' professional knowledge, and on students' dispositions and learning potential through research conducted in real school settings
- Create a transnational community of STEAM teachers that fosters networking and stimulates continuing professional development on data science education



Target groups

- *Primary And Secondary STEAM Teachers*
- *Students (Age 9-15)*
- *School Leaders, School Staff*
- *Teachers, Teacher Educators And Researchers*
- *Other Stakeholders Interested In The Project Results*

The partners

- European University Cyprus
- Seomra Caidrimh Coláiste Mhuire Gan Smál (Ireland)
- University of Muenster (Westfaelische Wilhelms-Universitaet) MÜNSTER (Germany)
- Εθνικό και Καποδιστριακό Πανεπιστήμιο Αθηνών (Greece)
- La Salle-Buen Consejo (Spain)
- The English School (Cyprus)

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KICK-OFF MEETING 1ST-2ND FEBRUARY 2024

We are excited to bring you the highlights of the 1st Project Partner Meeting for the Data Science Education in STEAM for Civic Engagement and Social Justice from the Early Years (DataScEd4CiEn) project. This pivotal gathering took place on February 1-2, 2024, in the vibrant city of Münster, Germany.

Day 1

The morning began with a warm welcome and introductions, providing each partner institution a platform to present their unique contributions to the project. This was followed by a detailed discussion on project management and administrative procedures led by EUC, ensuring that all partners were aligned with the project's operational frameworks.

Mid-morning, we delved into the core of our academic mission—creating a scientific framework for data science education at the school level (WP2), discussed by MIC. This session highlighted innovative approaches to teacher education in STEAM and set the stage for transformative educational practices.

The afternoon sessions were equally enriching, with WWU taking the lead on discussing the Teacher Professional Development Course (WP3), followed by LSBC presenting exciting scenarios for STEAM applications in Data Science Education for civic engagement and social justice (WP4).

The day concluded with a brainstorming session that opened the floor to all partners, fostering a collaborative atmosphere. Post-discussion, the group enjoyed a guided stroll through Münster, capped off with a delightful dinner at Gasthaus Lewe.

Day 2

The second day kicked off with a review of the first day's discussions, which helped in recalibrating our focus for the day's agenda. Subsequent sessions covered the development of the DataScEd4CiEn Platform and Toolkits (WP5) and laid out the framework for research and evaluation (WP6), both spearheaded by EUC and NKUA respectively.

A significant portion of the day was dedicated to discussing the project's quality assurance, and evaluation and dissemination strategies, and the exciting unveiling of the first draft of our project logo. These discussions underscored the project's commitment to high standards and impactful dissemination.

The meeting concluded with an open discussion reviewing the sessions and charting out the next steps for the project. This ensured that all partners were on the same page and left the meeting with clear objectives for the future.



Looking forward

This kick-off meeting was not only a starting point but also a beacon guiding us towards impactful collaboration and innovation in STEAM education. We look forward to the journey ahead with great enthusiasm and commitment.