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GIRLS IN STEM EU

THE PROJECT

The project, funded by the Erasmus + program of the European Commission, aims to empower girls and promote their interest in STEM (Science, Engineering, Technology and Mathematics) disciplines, offering them support and opportunities to get to know this world more closely.
This project aims to show girls that they can pursue scientific careers and be successful in STEM. To achieve this objective, a toolkit for youth workers has been developed and we have introduced these disciplines to young people in France, Spain, Belgium and Poland through locally organized workshops but also international youth exchanges.

So far we have met twice, in Spain and in France with a group of girls and trainers from various countries to learn and share an incredible experience.



3 toolkits have been developed for youth educators on the topics of:

- Reverse engineering
- Wearable tech & e-textiles
- Digital art

Co-funded by the Erasmus+ Programme of the European Union

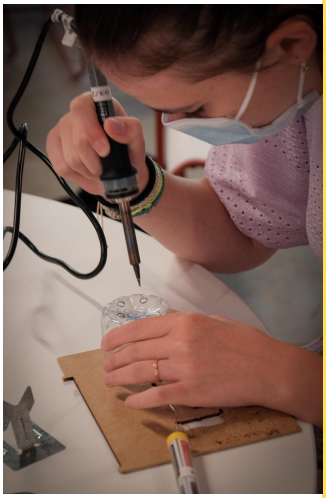
Progress in the project

The toolkits have been tested locally, involving girls from the ages of 14 to 25, who have shown great interest in the proposed themes and activities.

In addition, 20 young people and 10 trainers from Spain, Belgium, France and Poland have had the opportunity to participate in two urban, educational bootcamps.

The first took place in Valladolid from June 28 2021 to July 2 2021 and focused on reverse engineering. Various projects have been carried out related to 3D scanning and printing, both of objects and people, and other activities such as the creation of a smoke machine from a hairdryer and a low-cost vacuum cleaner from a plastic bottle.



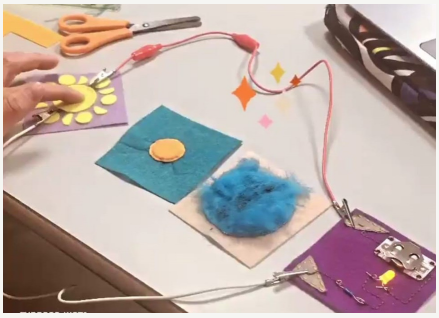






The second bootcamp has been held in Toulouse (France) from the 12th to the 17th of July 2021 and focused on wearable technology & e-textiles. On this occasion, several projects have been carried out working with fabrics that allow embedding electronic components.











We are getting ready for the last bootcamp!

The last bootcamp will take place in Ghent (Belgium) from October 29 to November 2, 2021 on the topic of digital art. Activities will be carried out to learn to program, to create filters for social networks and much more.



Photo by David Libeert on Unsplash





NEXT UP

COMPLETION OF THE TOOLKITS

With the third bootcamp the testing phase of the toolkits will end, after wich the toolkits will be finalized and translated into several languages (Spanish, French, Polish and Dutch).

TUTORING PROGRAM

The partner organizations of the project will launch a mentoring program to support and guide girls who want to continue training and start STEM careers.

PARTNERS

De Creatieve STEM is a non-profit organization dedicated to providing inclusive STEM education and learning activities for future innovators. They offer after-school programs, experiences at FabLabs (digital fabrication workshops).

Digijeunes is an NGO that promotes literacy, inclusion and the development of digital skills, thus helping to create benefits for society.

iDROPS organizes and guides innovation processes related to six social challenges: Care, New Knowledge, Sustainability, Superdiversity, Global Innovation and Community Development.

Fundacja Ad Meritum is a non-profit organization that supports the understanding and development of skills of young people and adults in Europe.

INTRAS Foundation is a non-profit organization dedicated to research and intervention in mental health, with the aim of accompanying people in their recovery process.