

Teaching STEAM in VET

Eurovoca Projects - Host Organisation for KA1 in the scope of Erasmus+

Summary

Welcome to “Teaching STEAM – STEAM in VET”, a professional development job shadowing programme designed for VET teachers, trainers, and educational staff who want to integrate Science, Technology, Engineering, Arts, and Mathematics (STEAM) into vocational education and training.

This job shadowing focuses on hands-on, interdisciplinary, and competence-based STEAM approaches tailored to VET contexts. Participants will explore how STEAM methodologies can enhance practical skills, creativity, problem-solving, and employability, while aligning vocational training with labour market needs and technological innovation.

Through practical workshops, project-based learning, observation, and collaborative design, participants will gain concrete tools to implement STEAM projects that connect theory with real-world vocational applications.

Goals

This job shadowing is designed for VET professionals who want to modernize vocational teaching through STEAM-based methodologies and interdisciplinary learning.

By the end of this programme, participants will be able to design and implement engaging STEAM learning experiences in VET that foster technical skills, creativity, collaboration, and innovation.

Learning outcomes

By the end of this professional development job shadowing, participants will be able to:

- Understand the principles of STEAM education in VET contexts.
- Apply interdisciplinary teaching approaches combining science, technology, engineering, arts, and mathematics.
- Design hands-on, project-based STEAM activities for vocational learners.
- Integrate digital tools and technologies into STEAM-based vocational training.
- Foster problem-solving, creativity, and innovation skills.
- Connect STEAM learning with real labour market and industry needs.
- Promote teamwork, communication, and transversal skills in VET.

- Use inquiry-based and experiential learning methodologies.
- Design STEAM projects aligned with vocational competences and qualifications.
- Assess technical and transversal skills in STEAM activities.
- Encourage learner motivation and active participation.
- Exchange best practices with international VET educators.

Detailed schedule

Day	Activities	Tasks
Day 1	Introduction to STEAM in VET	Understanding STEAM education, its relevance for VET, and links to employability and innovation.
Day 2	Project-Based & Inquiry-Based STEAM Learning	Designing interdisciplinary STEAM projects using real vocational challenges.
Day 3	Digital Tools & Technologies for STEAM	Using digital tools, simulations, coding, and basic automation in vocational STEAM activities.
Day 4	Creativity, Arts & Design in VET	Integrating creativity, design thinking, and artistic approaches into technical and vocational training.
Day 5	Assessment & Implementation	Assessing STEAM competences in VET and designing action plans for classroom and workshop implementation.

Mobility schedule for extracurricular activities

Days off and weekends	Trips, visits, acts and performances, museums, exhibitions, cultural activities, sports and team building activities.
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Host organisation

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Partners for educational visits

Escuela Profesional Xavier
<https://escuelaprofesionalxavier.com/>
Escola Mastermedia Formació Especialitzada en Marketing

<https://escuelamastermedia.es/>

Centro De Formación Álvaro - Academia En Valencia

<https://cfalvaro.com/>

Formación Profesional CAPITOL - Titulaciones FP Valencia

<https://www.imf-formacion.com/>

Vocational Training Centers - Verge of Cortes

<https://cfpvergedecortes.es/>

Evaluation and validation

The participants will be evaluated and monitored by our mentors and supervisor and also by their progress on completing tasks on our projects portal throughout the entirety of their internships with Eurovoca Projects.

Participants will be given daily updates from the project portal and their respective mentors on their success and will also be informed where they need to improve if required. Throughout the entirety of the mobility, teachers, supervisors or legal representatives will be informed on the progression and behaviour of the participants.

At the end of the mobility period, a final evaluation involving all parties will be provided in relation to each completed task with a score and time taken to complete. Certification will be provided.