

## Developing and improving the STEAM skills of students and teachers for curriculum innovation and sustainable development of higher education and local businesses - Skills4future -

01/01/2023 - 31/12/2025

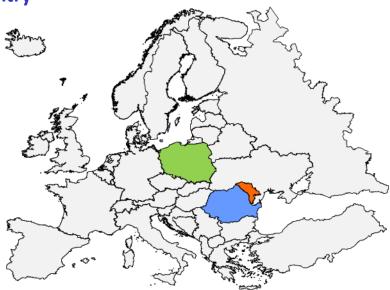
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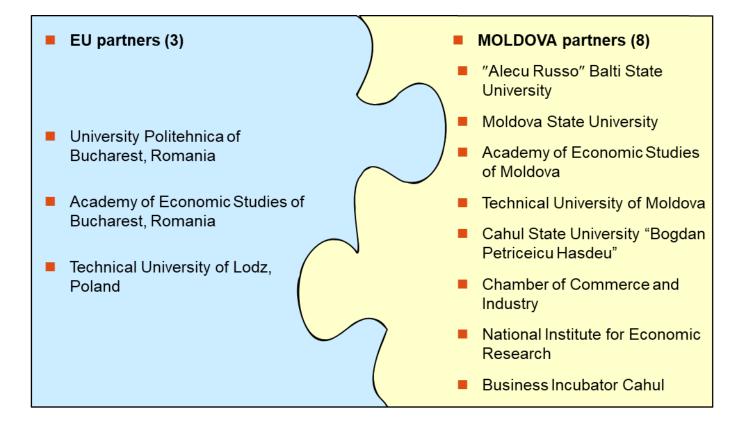
## **Skills4future - overview**

- Project type:
  - National project targeting HEIs from one 3<sup>rd</sup> country not associated to E+ ⇒ Moldova
- EU Programme countries:
  - Romania & Poland
- Strand 2: Partnership for transformation
  - Innovating curricula linked to local business
  - Involvement of local business & private sector
- Overarching priority:
  - Sustainable growth & jobs ⇒ investment in STEAM skills of young people and better connecting education, research and innovation with private sector needs.



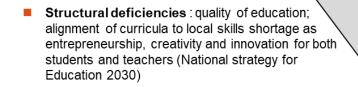


# **Skills4future – partnership composition**





# **Skills4future – rationale of intervention**

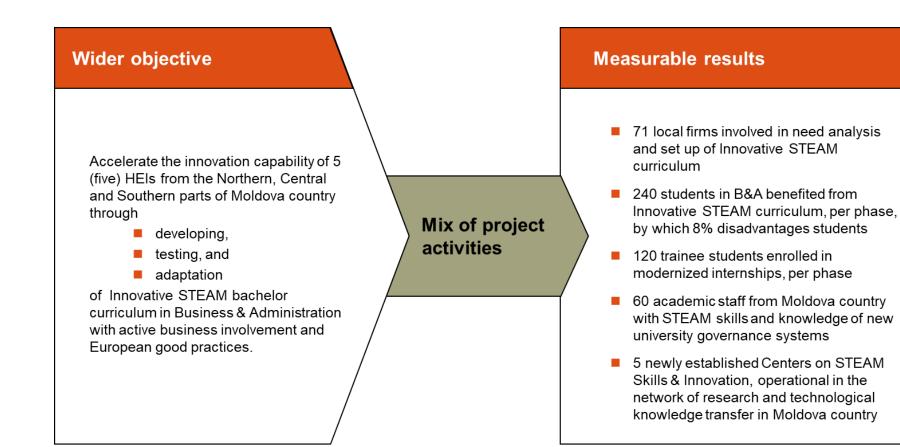


Multidisciplinary focus on STEAM skills and sustainability-related subjects, and involvement of business in teaching and research (5<sup>th</sup> strategic priority, National Development Strategy 2030)  Regional priority of sustainable growth and jobs

- European added value
- Complementarity with EC priority of an economy that works for people, policy area of jobs, growth and investments
- 1<sup>st</sup> pillar od Education and Training linked to SDG#4. Quality Education

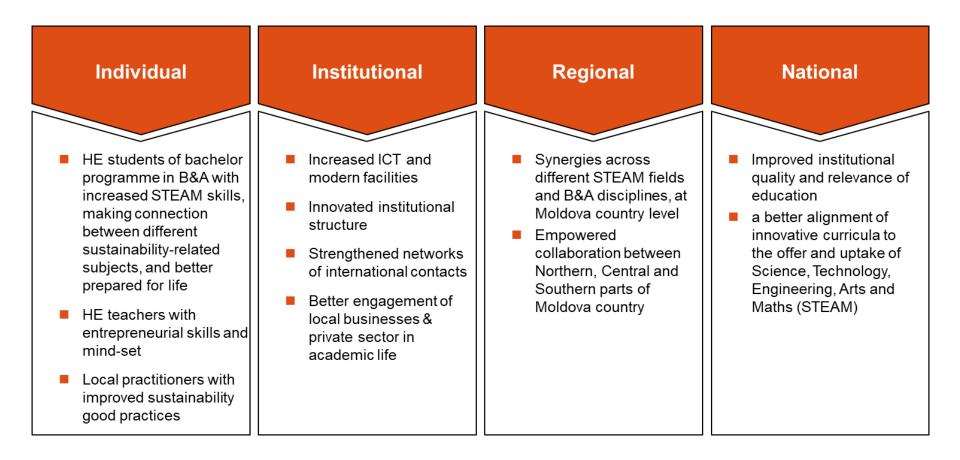


## Skills4future – aim





### **Skills4future – short-term impact**





### **Skills4future – structure of activities**

Innovation of bachelor curriculum in B&A with local business involvement

Modernizing practical internships for bachelor students in 2<sup>nd</sup> and 3<sup>rd</sup> year of study in B&A

Innovative teaching and learning methods and subjects with locally-rooted sustainability-related research themes

Active engagement of local business and private sector in workshops, teaching and learning activities, business plans competitions, feedback collection, etc.



### **Skills4future – structure of activities**

Activities with local enterprises (students research projects on sustainabilityrelated issues, students conferences, etc.

Training of academic staff from Moldova country

Setting-up and operationalizing new Centers on STEAM Skills & Innovation

Information, dissemination and exploitation activities



# **Our project - Skills4future**

