



STEAM^{LT}

Network of Lithuanian
STEAM Education
Centres

Paulius L. Tamošiūnas,
Vilnius STEAM Centre,
Vilnius University

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WHY: Strategic vectors of STEAM education centres

Open and motivating **community**,
as a medium for idea realisation

\vec{A} **creative and proactive future society**

Teachers' (=catalysers of the change)
competence & support

Student (=future creator)
skills & motivation



Ministry of Education,
Science, and Sports
Republic of Lithuania



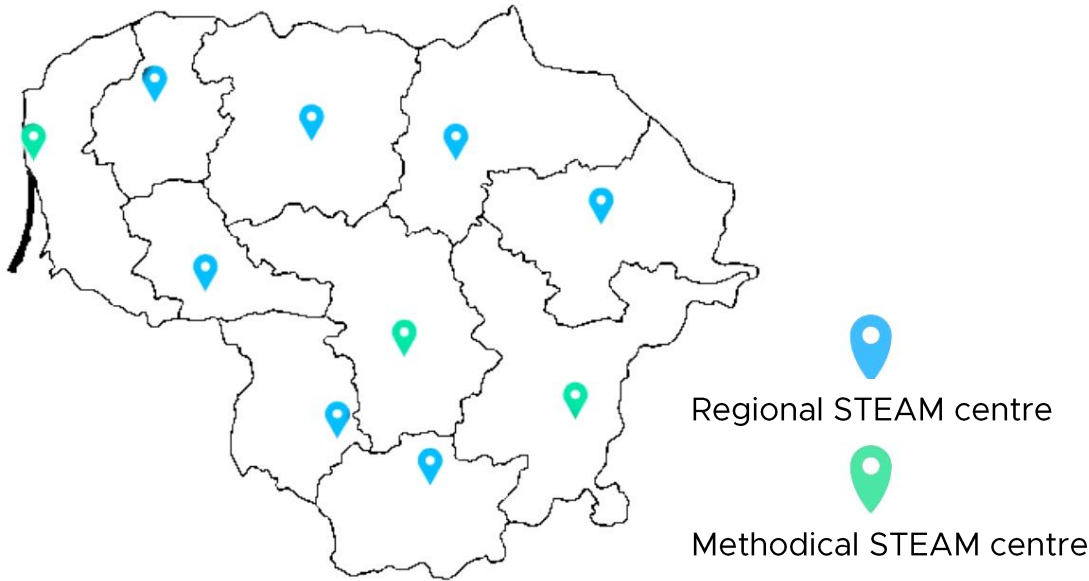
2014-2020 Operational
Programme for the
European Union Funds
Investments in Lithuania

4 projects
2017 - 2023

WHAT IT IS: 10 Open access STEAM Education centres



**STEAM LT network:
7 regional & 3 methodical centres:**

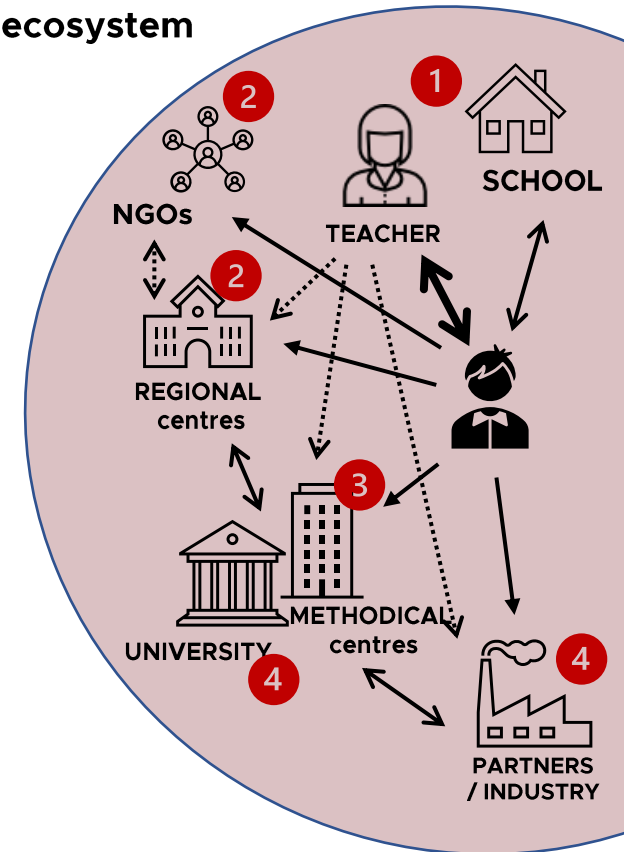


Opened: Oct. 27, 2021 (6 /10)

Oct. 7, 2022 (1 /10)

→ 2023 Q3 (3 /10)

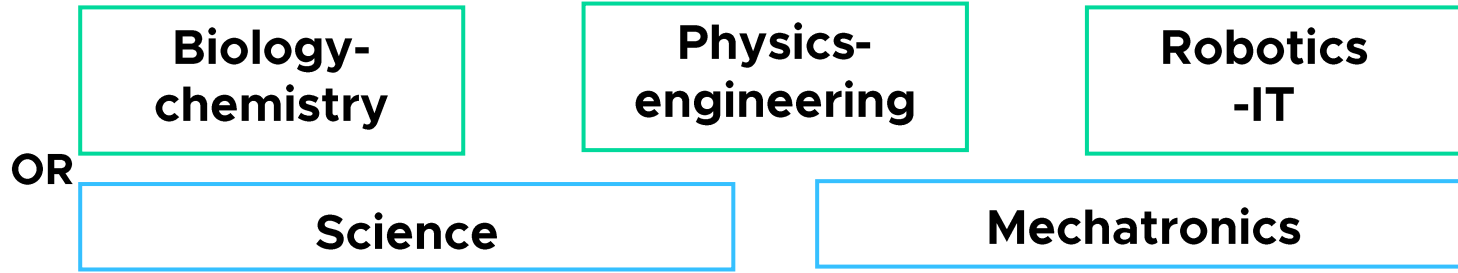
**STEAM education
ecosystem**



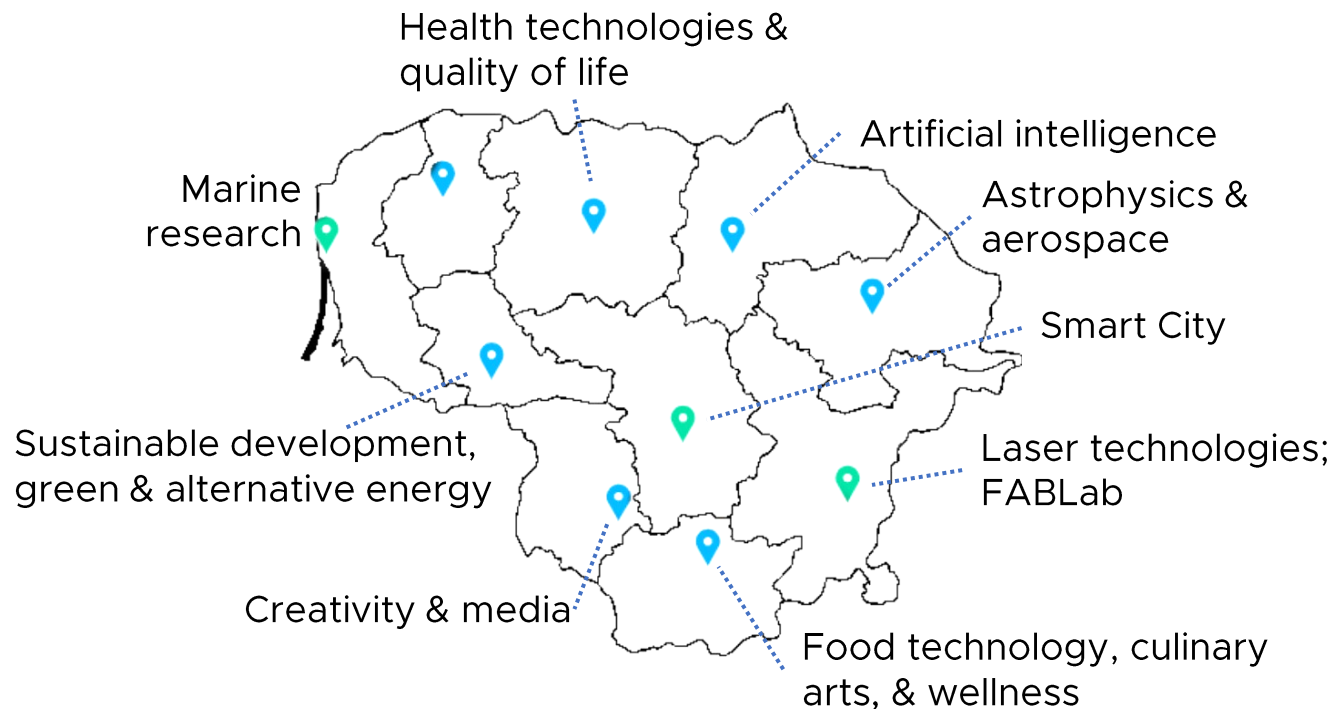
4 levels of complexity and specialisation

WHAT'S INSIDE: Structure of the network

There are 2 or 3 standard laboratories in each centre:



AND a specialised laboratory:



WHAT'S INSIDE: Vilnius STEAM education centre



Opening:
2023 September



8 laboratories

Life sciences
Chemistry

Physics & astronomy
Engineering

Visual programming
Mobile technologies

Light technologies
FabLAB

+ Star dome (planetarium)

HOW?: Functional model (**activities with students**)

**Laboratory:
15-16 seats**



Morning & noon

Formal education **hands-on** activities

7-12 grade (12-18 y.) students,
1-3 hours/activity

conducted by Centre's STEAM educator

Class teacher is provided with a set of „before“
and „after“ activity guidelines/scenarios.

2022 Q1-2 >6000 students



Afternoon

Informal (extracurricular) education (clubs) (K-12)

Individual projects (open access facility)



[New format] Formal education supplementary
programs

9-12 grade (14-18 y.) students, 4 y. program

6 hours/week (888 hrs total)

Specialisation, graduation project

HOW?: Functional model (**other activities**)

TEACHERS



Qualification development courses

Online & phone helpline for STEAM-related activities

STEAMBassador programme to become a change-maker in your community

SCHOOL COMMUNITIES



Consultations for equipment & facilities development

Mobile STEAM packs

Partnership facilitation:
FabLAB-Science LAB dialogue,
Industry-School connection

LOCAL (out of school) COMMUNITIES



Non-formal education for adults

Conferences, completions, other outreach activities

Infrastructural and organisational platform for partners' outreach activities

Platform for collaboration

Creative
problem-solving
oriented education



Open-access &
broad outreach

Inclusive
partnership for
outreach activities



**Thank
you!**

Paulius L. Tamošiūnas, PhD
Vilnius STEAM Centre,
Vilnius University

vilnius@steam.lt
<https://steam.lt>