



# STEAM BO.SS

boosting soft skills

Detailed programme\_Train the Trainer



Sapere utile



UNIMORE  
UNIVERSITÀ DEGLI STUDI DI  
MODENA E REGGIO EMILIA



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<p><b>1</b></p>	<p><b>Introduction</b> <b>10 inutes</b></p>	<p>WELCOME EVERYONE Introducing <b>the STEAM BO.SS</b></p> <p><b>1) Intro to the STEAM Bo.SS</b></p> <p>In a world where the landscape of work is ever-evolving, shaped by continual crises and technological advancements, the need for adaptable skills has never been more critical. Over the past 25 years, the discourse around life skills has expanded to encompass the significance of transversal or soft skills. These skills not only facilitate entry and sustainability in the job market but also distinguish individuals amidst competition. They serve as a compass navigating through the disruptions brought forth by technological shifts in work paradigms.</p> <p>However, the development of these skills isn't an individual endeavour nor are they inherent traits. Rather, they require nurturing within a supportive and non-judgmental training environment. This realisation underpins our project, which seeks to cultivate these essential soft skills through activities grounded in the STEAM (Science, Technology, Engineering, Arts, and Mathematics) approach. the event, objectives, and trainers and their expertise</p> <p>2) Overview of the <b>event's</b> purpose: Sharing skills and knowledge gained at the training camp. Presenting the STEAM approach and the soft skills.</p> <p>3) What will the participants gain?</p> <ul style="list-style-type: none"> <li>○ An overview of how to implement the STEAM approach while focusing on soft skills.</li> <li>○ Some new tips and useful practical ideas to use in everyday teaching</li> <li>○ Sharing method with fellow teachers.</li> <li>○ Practice in the STEAM approach</li> <li>○ Opportunity to join an international web in Community of Practice</li> <li>○ A link to MOOC for more in depth outline of the approach</li> </ul>
<p><b>2</b></p>	<p><b><u>STEAM</u></b> <b><u>Approach</u></b> <b><u>overview</u></b></p> <p><b><u>30 minutes</u></b></p>	<p>1) QUESTION to the group - What do the participants know about the STEAM approach, what does it mean for them? <b>2 minutes discussion + quick feedback</b></p> <p>2) Our overview of the STEAM approach (<b>Slides</b>)</p> <p>3) DISCUSSION in groups – Where have they used the STEAM approach in their work? Discussion on how these practices can be adapted and disseminated in different educational contexts.</p>

3	<b>SOFT SKILLS 20 minutes (PRINT THE POSTERS AND THE SIMULATION CARDS)</b>	<p>1) Overview of the soft skills – Why these soft skills, why are they important? They were the ones chosen as most important by the companies. (Showing the copies of the posters to exemplify)</p> <p>2) In groups tackling three station activity – Each group can get one task or different tasks with different soft skills focus?</p>
BREAK 15 minutes		
4	<b>GROUP WORK 40 minutes (PRINT THE CHALLENGE)</b>	<p>Designing a <u>mini project</u> for enhancing students' soft skills using the STEAM approach (40 min)</p> <ul style="list-style-type: none"> <li>○ Mini-hackathon design project? Something that can be tackled in a shorter time</li> </ul>
5	<b>PRESENTATION 20 minutes</b>	Groups present their projects and give feedback on how the collaboration went + STEAM approach implementation
6	<b>Reflection and Feedback 15 minutes</b>	<p>1) Having participated, how are they going to implement the training in the respective countries.</p> <p>2) Information on how to access additional resources and support networks. CoP, MOOC</p>



**SITUATION:**

An outbreak of a contagious disease hits the school, leading to the immediate suspension of face-to-face classes. The school needs to act quickly so as not to interrupt the school year, especially during a critical assessment period.

**CHALLENGE:**

The groups (such as School Health Coordination, Pedagogical Coordination, etc.) must propose solutions to transfer school activities to the online environment or create a hybrid plan, while ensuring the health and safety of all students and staff.

(OPTIONAL)

**TURNAROUNDS:**

**Resistance from Parents and Students:** Some parents and students refuse to continue with online classes, demanding that face-to-face classes be resumed as soon as possible, even with the risk of contagion.

**Problems with the Online Platform:** The online platform used by the school for distance learning is starting to fail, complicating the transition to remote learning.



**SITUATION:**

A group of students and parents have complained that the school is not promoting inclusion and diversity properly. There are reports that students from minority groups are being discriminated against.

**CHALLENGE:**

The groups (such as Pedagogical Coordination, Guidance Services, ...) need to take proactive steps to address the issue of inclusion and diversity at the school. They must ensure that all students are treated equally.

(OPTIONAL)

**TURNAROUNDS:**

**Protests from parents' groups:** Some parents who are against changes related to inclusion and diversity organise protests and put pressure on the school not to implement these policies.

**Student boycotts:** A group of minority students refuse to attend classes until the school implements significant changes to inclusion policies, forcing managers to find an immediate solution to avoid further boycotts.



**SITUATION:**

The company is experiencing a serious technical failure: the online management system has completely crashed. This has affected all areas, including order processing, customer service and stock control. In addition, internal communications have been disrupted, jeopardising the remote work of many employees.

**CHALLENGE:**

Each group (e.g. IT, Sales, Customer Support, HR) must find proactive solutions to keep the company's operations running while waiting for the system to return. The crisis requires quick action, coordination between departments and a clear communication plan.

(OPTIONAL)

**TURNAROUND:**

During the simulation, inform them that system recovery will take longer than expected and will take up to 24 hours, requiring the groups to adapt their plans and create strategies to maintain services.



**SITUATION:**

A highly influential public figure has made a viral post on social media criticising a company product, claiming that it is of poor quality and showing photos of defects. The crisis has generated thousands of negative comments in a few hours, and the company's reputation is at risk. The marketing department is overwhelmed with responses, and sales have dropped significantly.

**CHALLENGE:**

The groups (such as Marketing, Sales, etc) must act quickly to contain the image crisis, manage the public criticism and respond to customers effectively, as well as ensuring that the problem identified with the product is resolved.

(OPTIONAL)

**TURNAROUND:**

Take advantage of the simulation to insert a new problem: it is discovered that the defect in the product is real and has affected more customers than initially thought. The groups need to deal with the increase in complaints and plan a compensation strategy for the customers.



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## STEAM Challenge



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## Hackathon: Quick Concepts for Recycling Awareness

**Activity Description:** A waste management company recently conducted a recycling awareness campaign that unfortunately did not achieve the desired results. To reenergize public interest in recycling, the company has decided to tap into the creativity of high school students through a workshop.

This innovative challenge is open to all secondary schools in the region, where students, organized into small, multidisciplinary teams, will brainstorm practical ideas for motivating people to recycle more effectively. The objective is to propose feasible, engaging approaches to improve waste sorting, raise environmental awareness, and educate the public on sustainable waste management practices.

### The initiative will take place in a single, intensive session:

- A one-day hackathon where groups of students will work with selected teachers and a few industry mentors to brainstorm solutions.
- At the end of the session, each team will present a brief outline of their ideas, with the most innovative concepts highlighted by the company for potential future development.

### Project Constraints:

- **Participants:** Multidisciplinary teams composed of students from secondary schools.
- **Activity Duration:**
  - **Phase 1:** Students will attend a single, four-hour preparation workshop in each participating school one week before the hackathon.
  - **Phase 2:** A one-day regional hackathon, 6 hours total.
- **Budget:** The company will allocate a budget of €2,500 per school for the preparatory workshop. For the one-day hackathon event, a budget of €30,000 will cover venue rental, materials, and refreshments.
- **Location:** Each school will host the workshop in-house, and the final hackathon will be held at a central community center accessible to all participating schools.



# THE BOOST THAT MAKES THE DIFFERENCE



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