

The STEAMDIVE project brings together **7 partners**, each contributing unique strengths in **education, research, and community engagement**. Together, form a dynamic network dedicated to advancing inclusive and innovative STEAM education.



Foundation for
Research and
Technology
- Hellas -



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Tehnicka skola



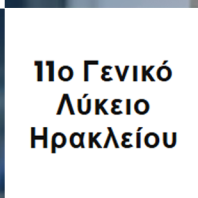
DANMAR
COMPUTERS



AEAB



MUCUR SAGLIK
SOSYAL EGITIM
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YARDIMLASMA
VAKFI



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STEAMDIVE

Diversity in STEAM

Innovative digital tools promoting
inclusion and diversity in schools



STEAMDIVE
Diversity in STEAM



Web



steamdive.eu

Social



facebook.com/STEAMDIVE



instagram.com/steamdive/



youtube.com/@steamdive

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

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Short Films

Voices of Diversity

As part of the STEAMDIVE project, students from Greece, Portugal, and Serbia created three original short films that explore key aspects of diversity, equity, and inclusion in today's world. These films are the outcome of a creative and educational journey that included:

- Scriptwriting workshops focused on inclusive narratives and creative storytelling
- Directing sessions and rehearsals that introduced students to visual language and scene-building
- Filming and editing supported by educators and professional mentors

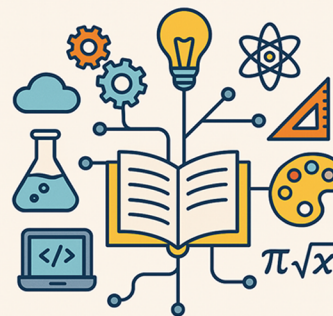
Each film addresses a different facet of inclusion:

- Gender identity and expression
- Cultural background and racial diversity
- Special educational needs and emotional well-being

The short films gave students the opportunity to co-create meaningful stories, express their perspectives, and experience the power of film as a tool for social awareness and empathy.

Watch the films in the project's YouTube channel:

<https://www.youtube.com/@steamdive>



STEAMDIVE Curriculum

A Guide to Inclusive and Creative STEAM Education

The STEAMDIVE Curriculum is a forward-thinking educational guide designed for secondary school educators, STEAM facilitators, and trainers working in diverse learning environments. Developed collaboratively by partners from Greece, Poland, Portugal, Serbia, and Turkey, it supports inclusive and creative STEAM education for students aged 13–18.

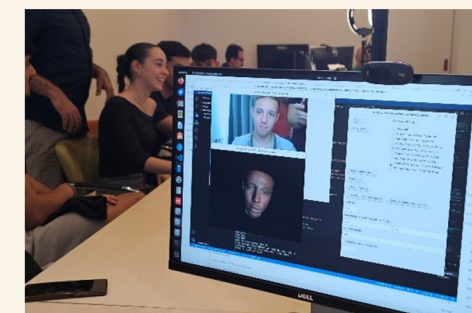
The curriculum is organized into seven modules that blend theoretical insights with practical classroom tools, covering topics such as scientific inquiry, real-world problem solving, critical thinking, digital storytelling, programming, robotics, and art integration in STEM. It places a strong emphasis on digital literacy, cultural awareness, and the use of emerging technologies like makerspaces to foster adaptive and inclusive teaching practices.

The STEAMDIVE Curriculum (available to download as PDF in multiple languages) empowers educators to cultivate creativity, intercultural understanding, and analytical thinking in today's global classrooms.

Educational Software

Within the STEAMDIVE project, two innovative digital tools were created to support diversity and creativity in STEAM education.

The first, **Mirror of Diversity** (MOD), is a live augmented reality experience that transforms users' facial features to simulate different gender or racial identities, promoting empathy and reflection on bias and discrimination.



The second, **Maths to Cubism**, is an interactive art tool where users generate Cubist-style digital paintings through geometric design and mathematical logic, bridging STEM with visual arts.



Both applications foster inclusive learning, self-awareness, and interdisciplinary thinking for students and educators alike.

STEAM
Diversity in STEAM