The Science Education Department at European Schoolnet aims to encourage more students to follow Science, Technology, Engineering and Mathematics (STEM) studies and go into STEM careers, and more importantly, ensure all students understand the key role STEM has in our lives.

To achieve this, we support our Ministries of Education by working with teachers, industry partners and other STEM education stakeholders, offering professional development opportunities, carrying out validation pilots, curriculum analysis and dissemination of good practices.

We are currently involved in over 15 projects and in each monthly focus we will highlight a service/area we work on.

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**Short news**

Within the framework of the STE(A)M IT project 60 participants (industry representatives, Ministries of Education, experts in STEM Education, researchers, and teachers) reunited for the STE(A)M IT 2nd Co-Creation Workshop on the 2nd of October. Together, the participants discussed and exchanged on the status and development of the STE(A)M Integrated framework and the enrichments of its various components.

Have a look at the summary of the workshop, slides and other materials directly on the STE(A)M IT website.

The L2C Learning Leadership for Change project aims to highlight, during its Online Conference 2020 on 26-27 November, how shared leadership in schools is a suited approach, especially in times of uncertainties, as a way to move forward collectively and in solidarity at the whole school level. School leadership has been high on the reform agenda for decades and even more since the radical and accelerated changes in the past few months. Please note this event is only for Policy Makers and Stakeholders. For more information, visit the L2C website.

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**This month’s focus: ARETE Call for Pilot teacher coordinators...**

The ARETE project aims to implement Augmented Reality (AR) technologies in education. Within three different primary school education pilots, ARETE aims to enable disruptive innovation of AR for interactions, access, and distribution of content.

**Pilot 1** redevelops an existing digital programme into an app containing Augmented Reality to facilitate teaching English language reading and spelling skills to students.

**Pilot 2** focuses on the innovative and exciting way of learning geometry and geography through visualisation and interaction of Augmented Reality applications.

Pilot 1 and Pilot 2 are based on the WordsWorthLearning (WWL) and the CleverBooks ecosystems respectively and European Schoolnet is responsible for recruitment, selection, and coordination of teachers from across Europe who participate in ARETE Pilot 1 and 2 activities.
...and the Scientix Online Survey and the STEM is Everywhere MOOC

**ONLINE SURVEY ON TEACHING DURING THE COVID-19 PANDEMIC**

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