STE(A)M IT Competitions for Primary and Secondary schools 2022

-Terms and Conditions-

[Version: 2 February 2022]

Table of Contents

STE(A)M IT Competitions for Primary and Secondary schools 2022

I.   Description and Purpose of the Competitions

"STE(A)M IT Competitions 2022" is a STE(A)M IT project scheme that aims to highlight the importance of creativity in STEM education, as well as highlighting the importance of connecting STEM to all other disciplines and be taught in an integrated way.

Within the framework of the STEM Discovery Campaign 2022 and in collaboration with the STE(A)M IT project, the "**STE(A)M IT Competitions 2022"** (hereafter "the competitions") are divided into two distinct competitions for **primary school teachers** and **secondary school teachers**.

Both competitions encourage teachers to work with other teachers in order to create and test materials that promote integrated STEM teaching, making the lessons and learning scenarios more interesting and connected to real life for students.

The competitions are coordinated by European Schoolnet (EUN), the network of 33 European Ministries of Education, based in Brussels. As a not-for-profit organisation, EUN aims to bring innovation in teaching and learning to its key stakeholders: Ministries of Education, schools, teachers, researchers, and industry partners.

II.   Learning scenarios and Career Counsellors network

Integrating STEM subjects will allow students contextualize the knowledge acquired in each subject and connect it with real world challenges or STEM professions**.** This is the first step to ensure that students will be able to understand how this knowledge can help tackle or solve everyday problems.

By integrating more than one STEM subject we encourage the use of different pedagogical methods and prompt students to work collaboratively. The use of hands-on activities and the respective resources is required, but most importantly, teachers need to make good use of the resources they have among them and work with their colleagues.

Learning scenarios

A learning scenario is an instructional design model, that depending on the content addresses a specific subject or subjects, defining what students should be taught and outlining all the tools and resources the teachers have employed for its creation and implementation.

It is used to provide the details of the lesson or series of lessons that will follow elaborating on certain elements such as: **title, summary, online tools but also resources (online and offline**) that were used by teachers and will be used by students, among other.

Each learning scenario template is divided in sections dedicated to the descriptive elements mentioned above, the main lesson plan table and the annexes. Additional fields indicating for example the licenses that apply to the document may exist.

You can find the template for the learning scenario here: [STE(A)M IT learning scenario](#)

The STE(A)M IT learning scenario has been designed in such a way to accommodate the details of more than one subject and it is addressed for teachers who wish to apply integrated STEM teaching in their class, but also dedicate a significant amount of time for the series of lessons that will follow. In addition, a new field dedicated to the learning products has been added, in order to mention the tangible outcomes of each activity as produced by students.

STE(A)M IT Learning Scenarios expect a minimum of three subjects involved in the design (and can therefore be co-created by three teachers or more).

STE(A)M IT Career Counsellors

One of the awards of the competitions, that you will find in section XI, is that of becoming a STE(A)M IT Career Counsellor. STE(A)M IT Career Counsellor will receive exclusive training, attend events, and participate in workshop from the **Network of Career Advisors** in STEM jobs, to help them increase their understanding of emerging STEM careers and the skills needed for these careers. Career Counsellors will be members of a community on STE(A)M approaches and mentoring/career guidance programmes. They are part of the leading members of the STE(A)M IT community, which provides visibility for them and their school, as well as the opportunity to actively promote events about STEM careers. The network will be launched with the winners of the STE(A)M IT competitions, including this one.

III. Competition Duration

The competition will run from **1 February** to **30 April 2022** at **23:59** Central European Time (CET).

IV. Eligibility and how to participate

The competitions are open to all primary and secondary school teachers working in countries of the European Union[1] and associated to the European Union[2] with a legal residence in one

---

[1] Austria, Belgium, Bulgaria, Croatia, Republic of Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Hungary, Ireland, Italy, Latvia, Lithuania, Luxembourg, Malta, Netherlands, Poland, Portugal, Romania, Slovakia, Slovenia, Spain and Sweden.

[2] Albania, Bosnia and Herzegovina, Faroe Islands, Republic of North Macedonia, Georgia, Iceland, Israel, Liechtenstein, Moldova, Montenegro, Norway, Serbia, Switzerland, Turkey, Ukraine and the UK.

of these. Participation in the competition is subject to these Terms and Conditions STE(A)M IT decisions, which are final and binding in all respects and not subject to appeal.

There are two STE(A)M IT Competitions 2022:

- **Competition 1**: STE(A)M IT competitions for **primary** school teachers (students: 4 – 12 years old).

- **Competition 2**: STE(A)M IT competitions for **secondary** school teachers (students: 13 – 18 years old).

Each of the two competitions are divided into three streams:

Stream 1: New STE(A)M IT Learning Scenarios

Stream 1 calls for the submission of a new Learning Scenario on Integrated STEM Teaching using the STE(A)M IT Template (see Learning Scenarios section) that have not been tried with students. If you have tried it or intend to try it before the end of April 2022, check out Stream 2 instead.

To submit their entries, the teacher must:

- **Step 1:** Pin the activity and submit the Learning Scenario to the 2022 STEM Discovery Campaign map of activities. When you fill in the form to submit your activity you will be asked if you want to submit the activity to a competition. Select: *STE(A)M IT Competitions 2022 – Stream 1: New STE(A)M IT Learning Scenarios*. You will be prompted to provide a link to the Learning Scenario you are submitting for the competition from where it can be accessed.

Stream 2: New STE(A)M IT Learning Scenarios tried in class

Stream 2 calls the submission of a new Learning Scenario on Integrated STEM Teaching using the STE(A)M IT Template tried out with students (i.e., you would submit your Learning Scenario and a Story of Implementation explaining how it went with your students).

To submit their entries, the teacher must:

- **Step 1:** Pin the activity and submit the Learning Scenario to the 2022 STEM Discovery Campaign map of activities. When you fill in the form to submit your activity you will be asked if you want to submit the activity to a competition. Select: *STE(A)M IT Competitions 2022 – Stream 2: New STE(A)M IT Learning Scenarios tried in class*. You will be prompted to provide a link to the Learning Scenario you are submitting for the competition from where it can be accessed.

- **Step 2:** Write a blog post (Story of Implementation) about how the implementation went, number of students that participated, impressions from

the different teachers, etc. on the 2022 STEM Discovery Campaign blog. At the end of Step 1 you will receive information on how to contribute to the blog.

Stream 3: Using the STE(A)M IT Learning Scenarios with students

Stream 3 calls to try out one of the 11 original STE(A)M IT Learning Scenarios in class and tell us how it went with a Story of Implementation.

To submit their entries, the teacher must:

- **Step 1:** Pin the activity and submit to the 2022 STEM Discovery Campaign map of activities. When you fill in the form to submit your activity you will be asked if you want to submit the activity to a competition. Select: *STE(A)M IT Competitions 2022 – Stream 3: Using the STE(A)M IT Learning Scenarios with students*.

- **Step 2:** Write a blog post (Story of Implementation) about how the implementation went, number of students that participated, impressions from the different teachers, etc. on the 2022 STEM Discovery Campaign blog. At the end of Step 1 you will receive information on how to contribute to the blog.

V.   Entry restrictions

There is a **limit of three submissions per stream** by the same group of participants. The same person can participate in both streams at the same time but only win in one of them. Please do not submit the same entry more than once.

A given email account may only be used by one person to participate in the competition.

Any dispute as to identity of the selected teachers will be resolved by STE(A)M IT in their sole discretion.

VI.   Content restrictions

Submitted content must comply with the following criteria:

a) Content must be original and neither copied, as a whole or partly, nor rephrased from any other source.

b) Content must be truthful.

c) Content must not violate the rights of any third party.

d) Content must not be inappropriate or unfit for publication (e.g., include nudity, obscenity or hate speech).

VII. Licence of content

A person who submits an entry in this competition accepts that the submitted content follows a Creative Commons License of Attribution-ShareAlike 4.0 International (CC BY-SA 4.0). Details of this license can be found here: https://creativecommons.org/licenses/by-sa/4.0/

Please be aware that to use any copyrighted material – images, music, video – you need to be in possession of the permission of the author in written form. EUN reserves the right to request clarification on the copyrights of the materials submitted to the competition. Please read the full details carefully in Annex 1: Copyrights and Legal Issues.

VIII. Authorisation of individuals on graphic materials

If your submission shows faces, you must be in possession of the **signed authorisation of all persons appearing in the videos and/or pictures** of your submission. For underage students you must, in addition, get their legal guardians' agreement before using their images. If you do not have these authorisations, please modify the entry by adding blur to the faces or removing the pictures of people for whom you do not have authorisation. If the submission is short-listed to be published on the webpage of the competition, please be aware that EUN will request a **confirmation that you have the signed authorisation** for all persons appearing on your video/image submitted to the competition.

IX.   Selection of Winners

At the end of the submission period, as indicated in section III, STE(A)M IT will select **up to three entries for Competition 1 – Primary (9 teachers) and 5 entries for Competition 2 – Secondary (15 teachers)** based on the following criteria:

1. **Relevance of the entry:** Contributions should demonstrate a clear link to the competition's requirements and be related to STEM.

2. **Pedagogical Value:** Clear goals and objectives, motivation, presentation of resources, specific learning tasks, adaptability to individual needs and age groups as well as the impact of the actions undertaken by teachers and students will be taken into account during the evaluation process. Judges will be looking for evidence of successful knowledge transfer.

3. **Originality:** The entry needs to display pertinence, novelty and creativity. All submissions should be creative, interesting, attractive and in any other way original.

4. **Clear communication:** The entry needs to have defined goals and objectives. It should present coherent ideas and conclusions, explaining in a comprehensible way and demonstrating a good understanding of the topic. The submission should convey

convincing implementation methods, solutions and messages. The motivation to participate in this competition should be clear.

5. **Presentation:** The visual aspect of supporting material (style, layout, design and good use of technology) will be considered.

6. **Involvement of stakeholders**: The entry needs to clearly describe how effectively relevant stakeholders were involved, most of all the STEM professionals, but also other stakeholders such as schools, teachers, pupils, companies, companies' representatives and other possible stakeholders.

X.   Awards

The participants will be awarded according to the competition stream they have participated in. The awards for each stream are:

- The **winning entries** for Learning Scenarios and Stories of Implementation will be included in the **Scientix Repository** as well as **STE(A)M IT portal**.

- The winners will become **STE(A)M IT Career Counsellors** (including a title and a badge), receive exclusive training, attend events, and participate in workshops as members of the Network of Career Advisors in STEM jobs (for more information see STE(A)M IT Career Counsellors).

XI.   Notification of the selected teachers

Shortlisted participants will be contacted STE(A)M IT via the email address provided in the submission form.

In order to remain eligible for the awards, **a winner must respond** to the winner notification contact (i.e. via email) and commence the award claim procedure **within 72 hours** of transmission of contact. If a potential winner cannot be reached for any reason (including failure to receive or respond to contact) or if a potential winner is determined to be ineligible or otherwise in violation of these Terms and Conditions, he/she shall be disqualified and forfeit the award. In case of award forfeiture, alternate winners will be selected.

Annex 1: Copyrights and Legal Issues

All participants must comply with European and national laws including but not limited to copyright laws, legislation prohibiting the publication of any defamatory, discriminatory or other illegal content or any other similar laws.

The "STE(A)M IT Competitions for Primary and Secondary schools 2022" ("the Competition") is organized by EUN Partnership AISBL ("Organizer") within the 2022 STEM Discovery Campaign. By registering and uploading content, contestants declare that the content submitted is their original work and creation. The Organizer does not assume any responsibility for disputes between persons claiming copyrights of content. By registering and uploading content, each contestant declares that the content does not infringe any third-party rights and that they have obtained all necessary rights and licenses from third parties for the use of any materials. Contestants may not use any music that is not in the public domain or for which they have not acquired the necessary rights and licenses. The contestants will be fully responsible to the Organizer for any breach of the conditions contained in this disclaimer and, in particular, will hold the Organizer harmless from any actions brought by third parties.

The Organizer reserves the right to exclude proposals submitted for the Competition if it comes to their knowledge that there are copyright infringements or the content contains defamatory, discriminatory or other illegal material or does not comply with national legislation.

By registering and uploading content, the contestants agree that the Organizer shall have the right to make the content freely available for educational purposes on the web, CD-ROM or in any other media format for a period of three years starting from the date of the close of entries for the Competition.

By registering and uploading content the contestants declare that all identifiable individuals in their entry consented to the use of their image/performance, the submission of the content in this competition, and the use of the content by the Organizer for educational and promotional purposes in all media formats, including the web, for a period of three years from the date of the close of entries for the Competition. Contestants declare that the individuals who have provided content for their submission will sign all necessary documents granting the Organizer, if required by it, the rights free of charge to use the content as indicated above.

For promotional purposes, the winners at national level will have to make available a presentation for the Organizer of their entry in a publicly available format, e.g. a trailer, teaser, screenshot etc. By submitting their content, contestants declare their agreement that the Organizer may freely use this presentation in all media formats in its promotional activities of the award. The Organiser shall have complete discretion as to how they want to claim and exercise these rights.

Privacy Policy

The following statement explains our policy regarding the personal information we collect about you for the purposes of the Competition:

- Overview
- Information collection
- Use of collected information
- Length of data storage
- Site security
- Changes within this privacy policy

Overview

The Competition Platform is dedicated to respecting the privacy of its users. Our intention is to provide a secure and safe environment for all users. The following statement outlines the policies by which the Platform collects, manages, and uses the data provided to us by users, and how users of the portal may exercise their rights. Use of the Platform indicates you have read these policies and agree to abide by them.

The Platform is controlled by EUN Partnership AISBL, the legal name for European Schoolnet, which acts as the Data Controller for any personal data collected via the Platform. Contact information for EUN Partnership AISBL can be found below.

Information collection

To serve its users in the best way possible, the Platform requires users to submit the following information as a part of the application for the Competition:

Applicant's data (Adults): name, surname, email address, country and school or organization (if applicable).

In addition, information such as user IP address, internet service provider (ISP), web browser, operating system, approximate times of use, referring site, email address and any similar data exchanged between a user's computer and the servers of the Platform will be collected. These will not be linked to specific user accounts except as indicated below.

Finally, aggregate statistics will be collected regularly, including but not limited to the number of users and page statistics during a specific period.

Use of collected information

Personal information provided by the user or collected during usage of the Platform will only be used to:

- Implement the Competition including judging the entries, publishing the names of the winners in the media and awarding the prizes.
- Enable and improve the user experience within this project.

- Send print materials and other items by post on request by members using address details provided by them.

Access to this information is strictly limited to EUN Partnership AISBL, as well as individual experts and judges working for the Organiser. The transfer of specific data to other third parties can be permitted under the specific authorisation of EUN Partnership AISBL acting as the Data Controller; such authorisation will only be granted by the Data Controller to third parties with a legitimate interest in the Competition, including the European Commission. Personal data will only be transferred in accordance with applicable regulations. EUN Partnership AISBL will not divulge your personal data for direct marketing purposes to third parties.
EUN Partnership AISBL will have access to provided account information and can modify and/or delete information as needed to maintain the integrity of the user database or to ensure the proper operation of the Platform.

Length of data storage
Personal data provided by the users of the site or collected during their usage of the site will not be stored by EUN Partnership AISBL in a form allowing the identification of the users for longer than three years after the date of the close of entries for the Competition. In addition, registered users may contact the EUN Partnership AISBL as indicated below to terminate their accounts, which will result in the deletion of the personal data that they have provided during registration.

Site security
The Platform has implemented and continues to maintain appropriate technical and management measures to keep your personal information secure and safe from loss, damage, corruption, or deletion.

Changes within this privacy policy
Any and all changes to this privacy policy will be posted here and will take effect upon their publication. If you have any questions or concerns about this privacy policy, at any time, please contact: privacy@eun.org.

Contacting EUN Partnership AISBL

EUN Partnership AISBL is based in Brussels (Belgium). For any questions related to the Platform, including your rights to access, correct and delete your personal information under applicable data protection law, you can contact us:

By e-mail: privacy@eun.org

By mail: EUN Partnership AISBL

Rue de Trèves 61

B-1040 Brussels

By phone: +32 2 790 75 75

PLEASE READ CAREFULLY

Please note that we use a third-party processor (Google Drive) to process the submissions to the Competition and any personal data relating to it (name, surname, email, phone, address, organisation, school name, country). Such processing will be carried out in accordance with Google Drive's terms and conditions (see https://www.google.com/drive/terms-of-service/).

Any personal data covered by this form will be processed in accordance with the new EU Regulation on Data Protection (GDPR) which came into force on the 25th May 2018.

IMPORTANT NOTE

By completing the submission and reporting forms and sending in your personal data (name, surname, email, phone, address, organisation, school name, country) you are consenting to the processing of your personal data as detailed above.

Contacts

Please note that you have the right to contact us at any time and ask us to correct any personal data we hold on you or ask for it to be deleted. If you have any questions regarding this competition, please contact STE(A)M IT (agueda.gras@eun.org).

If you feel that we have not dealt correctly with any personal data we are holding on you (see section above) or wish to make an official complaint, please contact the Belgian Data Protection Authorities:

Belgian Data Protection Authority

Rue de la Presse 35

1000 Bruxelles

+32 (0)2 274 48 00

+32 (0)2 274 48 35

contact@apd-gba.be