EntreComp & STEM framework APPs

Objective



DTICEQT is an Erasmus + K

Objective: Development of two mobile apps that help teachers and anyone engaged in STEM education

Apps details

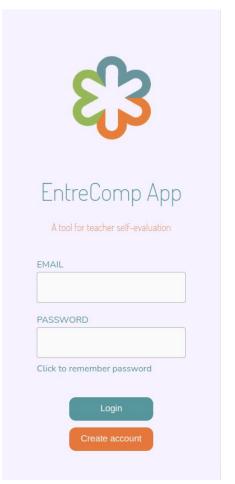
Main access: **Web**

https://www.schools21cproject.eu/stem

https://www.schools21cproject.eu/entrecomp

Installable from the web browser, no app store needed.

Both apps can be installed in multiple systems: Android, Windows, Linux, macOS ...





https://schools21cproject.eu/entrecomp

EntreComp App was created as a tool to allow users to create self-evaluations based on **The European Entrepreneurship Competence** Framework.



What is EntreComp?



What is EntreComp? 1.5 Ethical and sustainable thinking

Assess the consequences & impact of ideas, opportunities and actions

Resources

2.1 Self-awareness & self-efficacy Believe in yourself and keep developing

2.2 Motivation & perseverance

Stay focused and don't give up

2.3 Mobilising resources

Gather and manage the resources you need

2.4 Financial & economic literacy Develop financial and economic know-how

2.5 Mobilising others

Inspire, enthuse and get others on board

Into action

2.1 Self-awareness & self-efficacy Believe in yourself and keep developing

2.2 Motivation & perseverance

Stay focused and don't give up

2.3 Mobilising resources

Gather and manage the resources you need

2.4 Working with others

Team up, collaborate and network

2.5 Learning through experience Learn by doing

The European Entrepreneurship Competence Framework

EntreComp is a framework of 15 entrepreneurship competences, broken down further into threads that describe what the particular competence really means in practical terms. These are clearly defined through learning outcomes - what a learner knows, understands and can do.

EntreComp identifies 3 competence areas: **IDEAS & OPPORTUNITIES** RESOURCES INTO ACTION



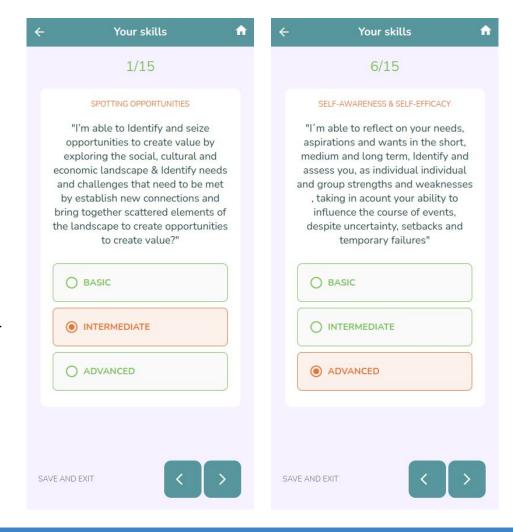
More info

Ideas & Opportunities

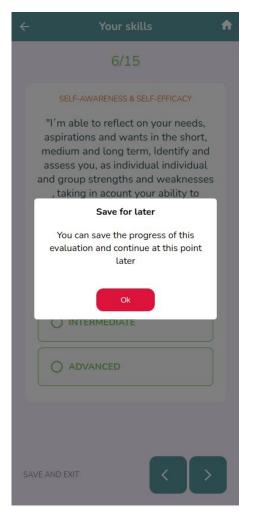
1.1 Spotting opportunities

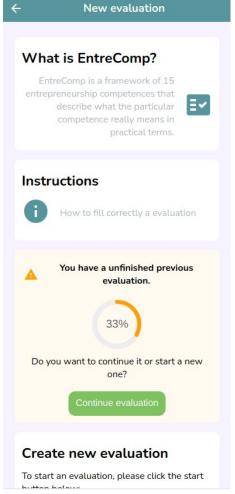
The App will guide the users through the 15 competences of the framework, helping them to measure their competences in entrepreneurship.

The user can select 3 different Skill Levels for each competence: Basic, Intermediate and Advanced.



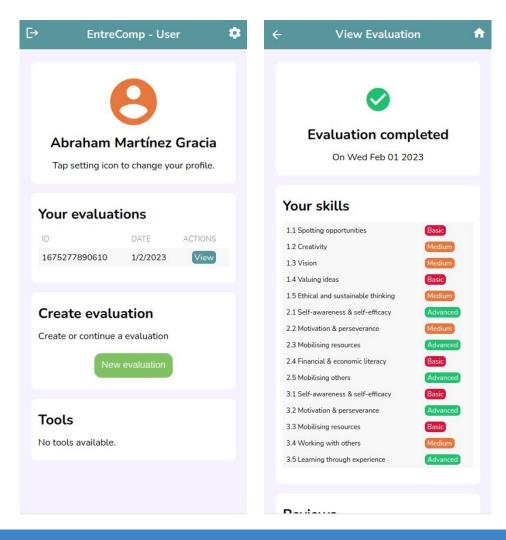
The app will let the user to save the evaluation progress at any time and continue the incomplete observations later.





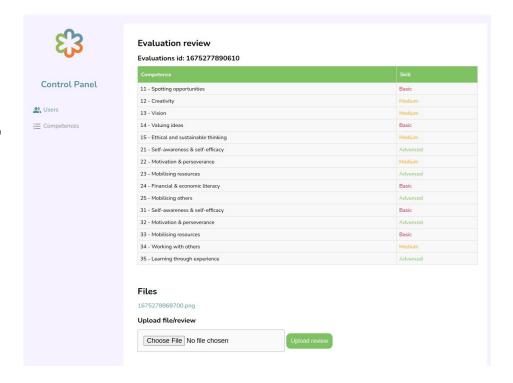
Once the user finish the evaluation it will be saved in his/her profile to review at any time.

User can see here the skills for any of the 15 framework competences.

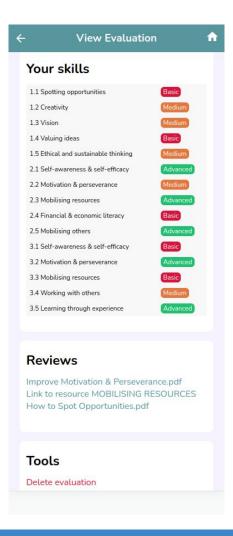


The evaluation is also saved in the cloud in a private Control Panel that allow the reviewers (usually teachers of teachers) to view the user skills.

Reviewers can attach multiple resources to the evaluation that can help the user to improve her/his knowledge in different competences.



Those resources will appear in the user's evaluation page in the mobile app.



https://schools21cproject.eu/stem

The STEM App works in a very similar way, allowing the users to self-evaluate their skills in the 26 competences of The Global STEM Alliance (GSA) STEM Education Framework





Stem framework

The Global STEM Alliance (GSA) STEM Education Framework aims to identify best practices in science, technology, engineering, and mathematics (STEM) education. It reflects current education research and draws on innovative and effective practices employed around the world.

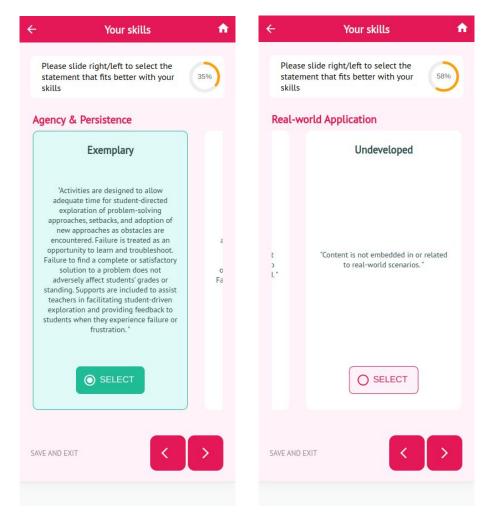


The framework details 26 features of quality STEM education in 3 essential areas:

- Core Competencies: To what extent are students provided with opportunities to develop 21st-century skills needed to thrive in the modern workplace?
- Instructional Design: To what extent do the materials and/or program design reflect research-based pedagogy and a cohesive system of learning objectives, supports, and assessment resources?
- Implementation: To what extent are necessary supports or services available to facilitate distribution and ensure effective implementation?

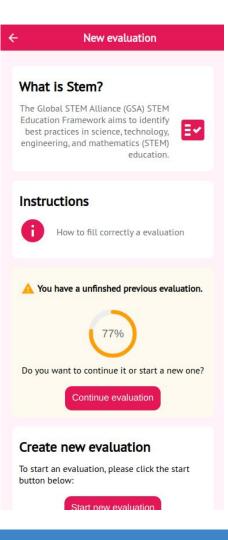
More info

The users can browse all the competences in the framework and select the skill they have for that competence, choosing between Exemplary, Developing, Basic or Undeveloped.



As in the previous app, the users can save the progress at any time and continue with the evaluation later on.

Users can create multiple evaluations, but only one at a time.



The reviewers can also view all the evaluations from a private **Control Panel** and send resources to help the users to improve their skills.



Evaluation review

Evaluations id: 1675254988162

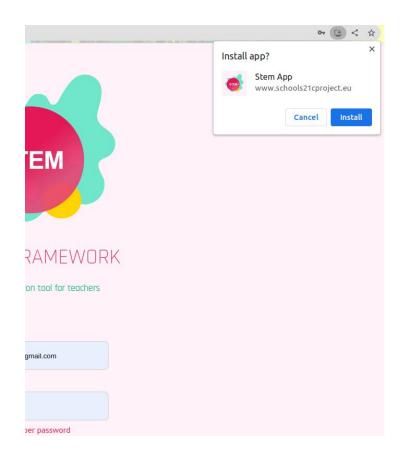
Competence	Skill
a11 - Critical Thinking	Basic
a12 - Problem Solving	Basic
a13 - Creativity	
a14 - Communication	
a15 - Collaboration	Exemplary
a16 - Data Literacy	Exemplary
a17 - Digital Literacy & Computer Science	Exemplary
a21 - STEM Mindset	Developing
a22 - Agency & Persistence	Exemplary
a23 - Social & Cultural Awareness	Exemplary
a24 - Leadership	Exemplary
a25 - Ethics	Basic
b10 - Research-based Pedagogy	Developing
b20 - STEM Content Integration	[Developing]
b30 - Real-world Application	Developing
b40 - Project- or Problem-based Learning	Basic
b50 - Scaffolding	
b60 - Assessment	Exemplary
b70 - Cultural Sensitivity & Relevance	Exemplary
b80 - Technology Integration	Exemplary
c10 - Accessibility	Exemplary
c20 - Alignment to Local Contexts	Exemplary
c30 - Professional Development & Learning Supports	Developing
eAn Fuldance of Effectiveness	Developing

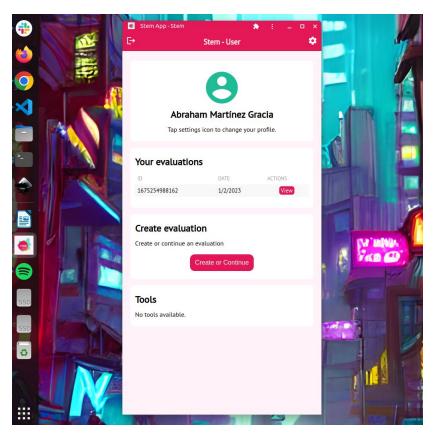
Under the hood

- 1. Created with **web technologies**
 - a. Easy to update and maintain
- 2. Can run **in the browser**
- 3. **Can be installed** in multiple devices for a better experience

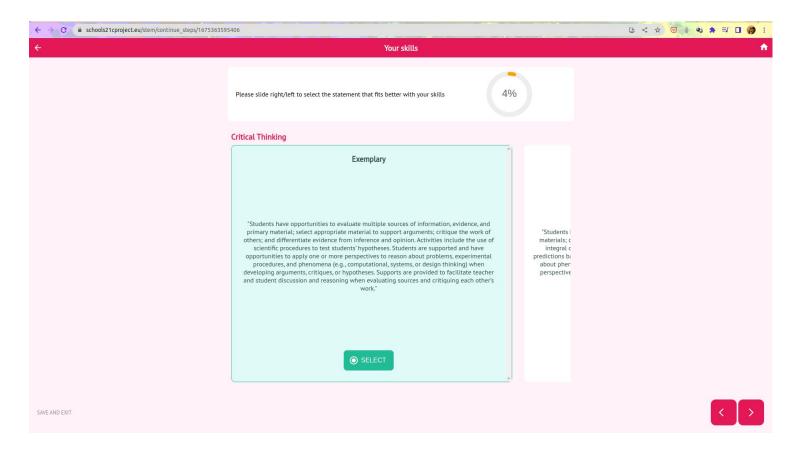






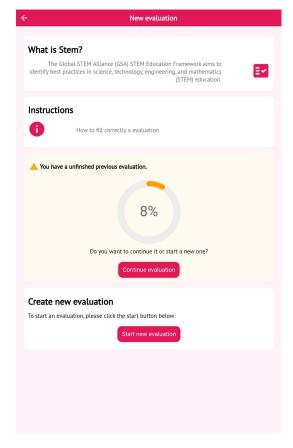


Installed on Desktop Computer Windows/Mac/Linux



Working in a web browser







Installed in phone / iPad

That's all

Comments?

Questions?