LET'S TALK ABOUT GENDER BALANCE IN STEAM EDUCATION!

IF studies say boys and girls perform exactly the same in STEAM subjects, ...

THEN WHY are only 35% of all students enrolling in STEAM studies female?
(Eurostat, 2022)

IF gender equality in the workplace is guaranteed by EU treaties, ...

THEN WHY is there an average pay gap of 13% to the disadvantage of women?
(EC, Equal Pay? Factsheet 11/2022)

IF gender pay gaps disappear with men and women working the same hours or in the same position, ...

THEN WHY can only 70% of women work fulltime and why are only 35% of all management positions held by women?
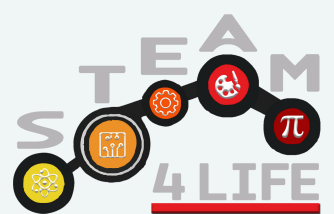(Eurostat, 2022/2023)

IF If skilled labour shortages in the STEAM sector jeopardise the EU's economy, ...
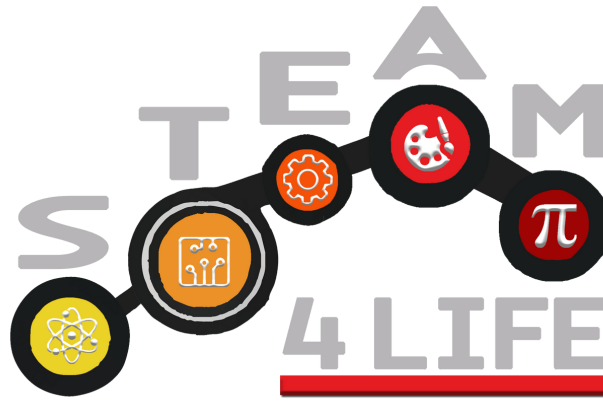
THEN WHY don't we care that gender bias, derogatory behaviour and sexual harassment are still the main reasons why many women pursue careers in other fields?
(EURES (2022): Report on labour shortages and surpluses)

IF we believe in raising future generations without gender prejudices and stereotypes, ...

THEN WHY do we still buy blue cars for boys and pink dolls for girls?

IF YOU THINK HIGHER EDUCATION SHOULD TACKLE THESE ISSUES – WE AGREE!

STEAM 4 LIFE

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STEAM 4 LIFE

Empowering and Inspiring Higher Education Students in the STEAM field

PROJECT PARTNERS

Staatlich anerkannte, private **Fachhochschule des Mittelstands (FHM)** · UNIVERSITY of NICOSIA · UCD DUBLIN · CARDET · Gospodarska zbornica Slovenije · E.N.T.E.R.

DURATION
12/2022-11/2024

Building the capacity of higher education providers to implement hands-on STEAM activities following gender equality approaches.

Increasing and nurturing women's interest in the digital sector through the development of a mentoring programme, gender inclusive teaching activities and open education resources.

Development of three project results: guidance and mentoring programme, e-learning environment, educational e-courses.

Developing learning materials and resources for higher education providers and industry leaders to promote women's empowerment and engagement in STEAM.

Enhancing women's confidence towards STEAM, motivating them to consider a relevant career.

MAIN OBJECTIVES AND RESULTS