

Newsletter5



EQUAL SciTech Project Update – Transnational Project Meeting in North Macedonia

On March 4th, the Transnational Project Meeting (TPM4) in North Macedonia provided valuable insights into the progress, upcoming tasks, and areas for improvement in our Erasmus+ project. The National Agency has approved the project addendum, extending the completion date to September 2025.

Project Developments:

- Card Game Completed:** The educational card game is now finalized.
- Interactive Book Agreed:** A video featuring Marie Curie at work, accompanied by six short animations, will form the basis of the interactive book.
- Co-Creation Sessions:** Six sessions with education experts will precede pilot school sessions, ensuring tools are fully refined.
- Pilot Sessions:** Schools will host pilot sessions from late March to April, involving at least 180 students and 50 professionals across partner countries.



Engaging Professionals and End Users:

Teachers, STEM educators, trainers, researchers, science communicators, game creators, and volunteers actively contributed as both co-creators and end users. Across the project:

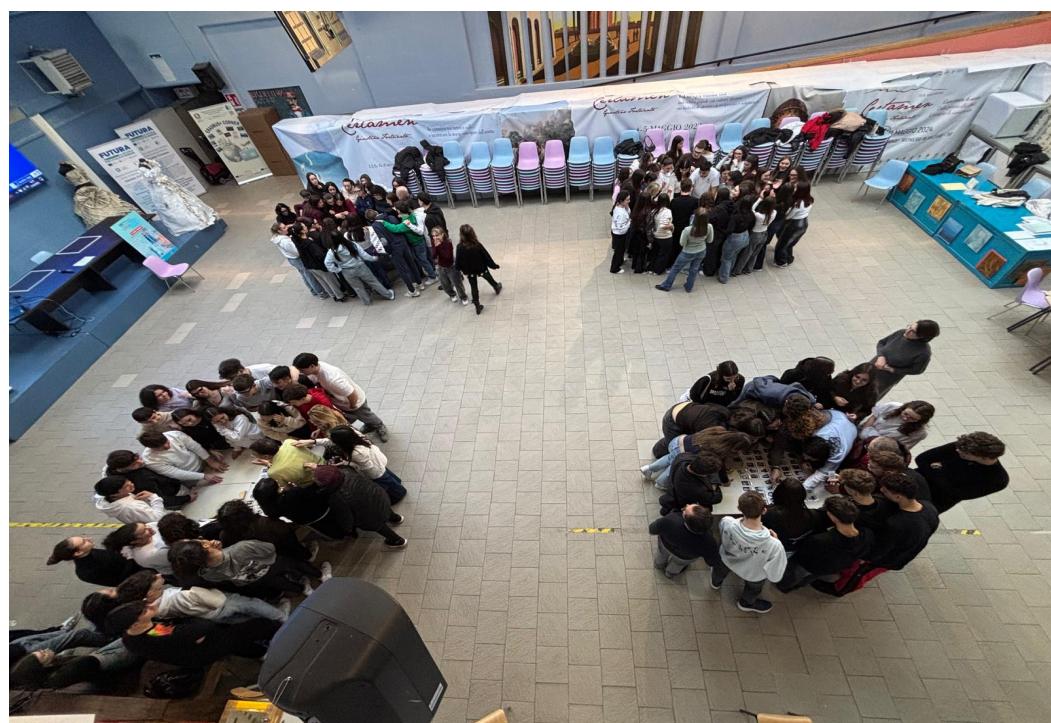
- 36 professionals participated in at least one co-creation session in each country.

- Students and professionals engaged in at least two pilot sessions per country.

This collaboration fostered rapid ideation and created a shared vision for the EQUAL SciTech tools, increasing their effectiveness and relevance. Students' feedback highlighted strong approval of the developed tools.

Innovation and Impact:

The project applied innovative approaches to enhance students' learning experiences, while active involvement of teachers and students strengthened the tools' practical application and outreach.



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Multiplier Events and Dissemination:

All partners organized events, each attracting at least 30 participants. Attendees explored the toolkit, digital book, card game (tested by participants), platform, and guide, discussing ways to integrate them into schools and local organizations.

The dissemination strategy included:

- Project logo and website (over 1,000 visits)
- Project poster and brochure (500 copies per country)
- Newsletters every six months in all partner languages
- Press releases and social media posts (72+ across channels)
- Internal promotion via institutional channels

These actions increased visibility, built community awareness, and ensured the tools reached schools, youth organizations, and decision-makers, promoting gender equality in STEM and practical use of the project outputs.



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