



Newsletter #4



## The end of the project

We are thrilled to announce that all our project results have been completed! It's been a long way of hard work and excitement that comes to end but we are excited to share with you new materials aimed to help youth workers and young people involved in the STEAM field who want to dig deeper into the intellectual property subject.

On our website, you will find:

- The training kit on Intellectual Property
- The link to the Serious Game on Intellectual Property
- The skill verification Scheme

All the content is available in English, French, Romanian, Greek and Polish. Along with that, you can find our newsletters, infographics and articles for more information. We hope that this content is going to be valuable and useful for all of you! The ImProve STEAM consortium appreciates your trust and support.

# ImProveSTEAM News

Enabling youth workers to improve their training programmes by introducing IP rights in their STEAM learning approaches

## ImProveSTEAM Competence Badges for young people

The ImProveSTEAM has developed a Verification Scheme applicable to young people for receiving a Competence Badge after successfully completing modules and/or the whole of the ImProveSTEAM Training. In particular, if you are a young person and participate in any training activity organised by your organisation in the context of the ImProveSTEAM training material, you should complete an assessment for verifying your competence. If you are successful, you will immediately receive the Module Competence Badge! Keep in mind that if you receive all badges in Patent, Trademark, Copyright and Industrial Design, you will be awarded the ImProveSTEAM Competence Badge.

## ImProveSTEAM Inclusion Badge for organisations

In order to encourage NGOs, youth organisations and other interested stakeholders across Europe to contribute towards the enhancement of IP skills and competences of young people and not only, the ImProveSTEAM project has designed an Inclusion Badge to be awarded to organisations incorporating aspects of IP into their STEAM and entrepreneurship training activities. By participating in the ImProveSTEAM Inclusion Badge, your organisation will be able to better comprehend the importance of Intellectual Property in all aspects of STEAM and Entrepreneurship from the initiation, design, implementation and exploitation of any innovative idea while it will also be given the opportunity to recruit new members in your activities by offering a unique training experience on aspects of IP.

You can find more information on how to join the ImProveSTEAM Inclusion Badge on our website!



## Pilot action (Romania)

Our meeting with the project partners aimed at running a full testing cycle of the project's developed products, namely, the ImProve STEAM Training Material, Serious Game and Skill Verification Scheme.

Firstly, the participants were filling a questionnaire on IP in STEAM and Entrepreneurship in order to evaluate the knowledge on the content of the Training material before the actual Training takes place.

Secondly, the trainers demonstrated the Serious Game and then the participants got the chance to navigate into the game testing and validating its functionalities. The Serious Game was tested as well in the native languages of the youth workers.

Lastly, the participants have been introduced to the ImproveSTEAM Verification Scheme in order to get a comprehensive understanding of the importance of assessing and validating the knowledge of the learners. They participated in two rounds of assessment: (a) an assessment of the content of the Training Material and (b) an evaluation of the Training Material by the participants in order to provide their feedback and suggestions to the consortium for improvements.



## Contact Us

### Website:

<https://improvesteam.eu/>

### Social Media



## The Partners



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