

Blended Intensive Programme (BIP) Erasmus+
Supporting curriculum through integrated STEAM Education practices
University of Santiago de Compostela, 13th – 20th of June of 2025

PROGRAMME

Friday, June 13 – ONLINE	
Link: https://teams.microsoft.com/meet/366089487332?p=dWZ7J5gfRPrSIVEEVA	
9:00 - 10:30	Kick-off meeting. General introduction to the program, contents, and assessment. Practical information
10:30 - 11:00	Coffee break
11:00 - 13:00	Group presentation. Meet your teammates throughout a SCAPERROOM

Monday, June 16 – IN-PERSON		
8:30 - 9:00	Registration	
9:00 - 9:30	Welcome speech	
9:30 - 11:00	Lecture: Exploring STEAM Education in Mixed Reality with Neotrie VR José Luis Rodríguez Blancas, University of Almería	
11:00 - 11:30	Coffee break	
11:30 - 13:30	Workshop: Hands-on Neotrie VR Workshop: 3D Construction and Visualization. (Group I) José Luis Rodríguez Blancas, University of Almería	Workshop: Computational thinking and robotics met geometry through STEAM paths (Group II) Teresa Fernández Blanco, Antía Fernandez López, Jorge Albella Martínez and/or Cristina Lois Prados, University of Santiago de Compostela
13:30 - 15:00	Lunch break	
15:00 - 17:00	Workshop: Hands-on Neotrie VR Workshop: 3D Construction and Visualization. (Group II) José Luis Rodríguez Blancas, University of Almería	Workshop: Computational thinking and robotics met geometry through STEAM paths (Group I) Teresa Fernández Blanco, Antía Fernandez López, Jorge Albella Martínez and/or Cristina Lois Prados, University of Santiago de Compostela

Tuesday, June 17 – IN-PERSON	
9:00 – 11:00	Workshop: Intellectual, Social & Physical Engagement through a Gallery Walk Isabel Vale and Ana Barbosa, Instituto Politécnico de Viana do Castelo
11:00 - 11:30	Coffee break
11:30 - 13:00	Lecture: Mathematical machines: physical and virtual artefacts (Part I) Maria Flavia Mammana, University di Catania
13:00 - 14:30	Lunch break
14:30 - 16:30	Workshop: Mathematical machines: physical and virtual artefacts (Part II) Maria Flavia Mammana, University di Catania
17:00 – 18:30	Workshop: MathTrail Adventure across Santiago de Compostela Julio Rodríguez Taboada, Head of FESPM

Wednesday, June 18 – IN-PERSON	
9:00 - 11:00	Workshop: Here we go: STEAM in the construction of a parachute (Part I) Ana Peixoto, Instituto Politécnico de Viana do Castelo
11:00 - 11:30	Coffee break
11:30 - 13:00	Workshop: Here we go: STEAM in the construction of a parachute (Part II) Ana Peixoto, Instituto Politécnico de Viana do Castelo
13:00 - 14:30	Lunch break
14:30 - 16:00	Lecture: Creating STEAM activities – Geometric map of Europe and its use Petra Antošová, Masaryk university

Thursday, June 19 – IN-PERSON	
9:00 - 11:00	Workshop: Problem solving in mathematics lessons within STEAM integration: Learning measures with understanding Irena Budínová, Masaryk university
11:00 - 11:30	Coffee break
11:30 - 13:00	Lecture: 3D Modeling in STEAM from a Non-Visual Perspective Teresa Fernández Blanco, Antía Fernandez López, Jorge Albella Martínez and/or Cristina Lois Prados, University of Santiago de Compostela
13:00 - 14:30	Lunch break
14:30 – 16:30	Workshop: 3D Modeling in STEAM from a Non-Visual Perspective Teresa Fernández Blanco, Antía Fernández López, Jorge Albella Martínez and/or Cristina Lois Prados, University of Santiago de Compostela
17:00	Cultural visit to the historical heritage of the Universidade de Santiago de Compostela
20:00	Farewell dinner

Friday, June 20 – IN-PERSON	
9:00 - 11:00	Group work
11:00 - 11:30	Coffee break
11:30 - 13:00	Group presentation. Joint discussion and closing session.