

FULL STEAM AHEAD, EUROPE!

QUALITATIVE ASSESMENT OF THE PROJECT

Relevance of the Project: 26.5 points (maximum 30 points)

The proposal promotes the following relevant priorities, suitable for the cultural enrichment of participants:

- Social and educational value of European cultural heritage (Horizontal priority)
- Open education and innovative practices in a digital era (Horizontal priority)
- Promoting the acquisition of skills and key competences (School Education priority)

The proposal is consistent with the objectives proposed and realistic.

The proposal includes disadvantaged pupils facing economic obstacles and clear selection procedures.

Although STEAM methodology can contribute to innovative practices and the proposal is considered innovative, it is missed how the applicants prove its innovative aspect and how the proposal brings added value at EU level

Award Criteria for relevance of the project:

The relevance of the proposal to:

- *the objectives and the priorities of the Action (see section "What are the aims and priorities of a Strategic Partnership").*
- *If the proposal addresses the horizontal priority "inclusive education, training, and youth", it will be considered as highly relevant.*
- *If the proposal addresses one or more "European Priorities in the national context", as announced by the National Agency, it will be considered as highly relevant.*

The extent to which:

- *the proposal is based on a genuine and adequate needs analysis;*
- *the objectives are clearly defined, realistic and address issues relevant to the participating organisations and target groups;*
- *the proposal is suitable of realising synergies between different fields of education, training and youth;*
- *the proposal is innovative and/or complementary to other initiatives already carried out by the participating organisations;*
- *the proposal brings added value at EU level through results that would not be attained by activities carried out in a single country.*

Quality of the project design and implementation: 17.5 points (maximum 20 points)

The Project is composed of four short-term exchanges of groups of pupils and a short-term joint staff training event. The proposal includes control measures to ensure that the project implementation is completed and on budget.

The proposal explains the preparation of participants, their safety, insurances and parental authorizations.



Co-funded by the
Erasmus+ Programme
of the European Union



FULL STEAM AHEAD, EUROPE!

It is included and evaluation and assessment plan and it is specified the methodology to be used: Project Based Learning, Cooperative Learning and Active Learning. All of them are suitable and viable.

It would have been appealing to include pupils with special educational needs.

The proposal should have detailed some of the activities as the description is so brief that it does not allow to know the what extent objectives will be achieved. As an example, the proposal includes pupils programming & robotics clubs, eTwinning projects and a variety of audiovisual resources, without detailing what they is going to be performed.

Award Criteria for Quality of the project design and implementation:

The clarity, completeness and quality of the work programme, including appropriate phases for preparation, implementation, monitoring, evaluation and dissemination;

- *The consistency between project objectives and activities proposed;*
- *The quality and feasibility of the methodology proposed;*
- *The existence and relevance of quality control measures to ensure that the project implementation is of high quality, completed in time and on budget;*
- *The extent to which the project is cost-effective and allocates appropriate resources to each activity.*
- *If applicable, the use of Erasmus+ online platforms (i.e. eTwinning; EPAL; School Education Gateway) as tolos for preparation, implementation and follow-up of the project activities.*

If the project plans training, teaching or learning activities:

- *The quality of practical arrangements, management and support modalities in learning, teaching and training activities;*
- *The extent to which these activities are appropriate to the project's aims and involve the appropriate number of participants;*
- *The quality of arrangements for the recognition and validation of participants' learning outcomes, in line with European transparency and recognition tools and principles.*

Quality of the project team and the cooperation arrangements: 20 points (maximum 20 points)

The partnership is formed by four countries. Spain, Finland and the United Kingdom are new in the Erasmus+ Projects, but experienced in Comenius. All participating organisations have presented themselves, developing a profile, and shown their domain expertise.

There are effective mechanisms for coordination and communication between the participating organisations, as well as the existence of a distribution of responsibilities and tasks.

Communication tolos like eTwinning, weekly emails, WhatsApp/Telegram or Appear.in video conversations are detailed.



Co-funded by the
Erasmus+ Programme
of the European Union



FULL STEAM AHEAD, EUROPE!

The proposal includes the involvement of other relevant organisations in the participants' countries.

Management tools are specified as well.

Award Criteria for Quality of the project team and the cooperation arrangements:

The extent to which:

- *the project involves an appropriate mix of complementary participating organisations with the necessary profile, experience and expertise to successfully deliver all aspects of the project;*
- *the distribution of responsibilities and tasks demonstrates the commitment and active contribution of all participating organisations;*
- *if relevant for the project type, the project involves participation of organisations from different fields of education, training, youth and other socio-economic sectors.*

The extent to which the project involves newcomers to the Action.

The existence of effective mechanisms for coordination and communication between the participating organisations, as well as with other relevant stakeholders.

If applicable, the extent to which the involvement of a participating organisation from a Partner Country brings an essential added value to the Project (if this condition is not fulfilled, the project will not be considered for selection).

Impact and dissemination: 24.5 points (maximum 30 points)

The proposal's impact is high, in terms of participants and organizations. The proposal includes a clear evaluation and assessment plan, with diverse data collection methods and tools like surveys, questionnaires or observation guides.

Three dimensions have been defined to state the assessing: Impact on pupils, impact on teachers and impact on schools.

The dissemination plan consists of the use of websites, eTwinning and Erasmus+ Platform of Results. They have also taken into consideration dissemination and exploitation activities after the Project has finished. The proposal includes sharing outputs.

It is recommended to describe the tangible results expected by the partnership. Although the proposal considers synergies with local and regional authorities, it would have been convenient designing a specific dissemination plan. This plan should include concrete activities to develop the European dimension.

It would have been highly positive that the selected assessment indicators to evaluate the impact would have been explicit, because they are quite generic.



Co-funded by the
Erasmus+ Programme
of the European Union



FULL STEAM AHEAD, EUROPE!

Award Criteria for Impact and dissemination:

The quality of measures for evaluating the outcomes of the project.

The potential impact of the project:

- *on participants and participating organisations, during and after the project lifetime;*
- *outside the organisations and individuals directly participating in the project, at local, regional, national and/or European levels.*

The quality of the dissemination plan: the appropriateness and quality of measures aimed at sharing the outcomes of the project within and outside the participating organisations;

If relevant, the extent to which the proposal describes how the materials, documents and media produced will be made freely available and promoted through open licences, and does not contain disproportionate limitations;

The quality of the plans for ensuring the sustainability of the project: its capacity to continue having an impact and producing results after the EU grant has been used up.

General assessment. Total Score: 88.5 points (maximum 100 points)

The proposal prioritises developing a social and an educational value of European cultural heritage, contributing to an open education and innovative practices in a digital era and promoting the acquisition of skills and key competences.

In order to carry out the Project, an innovative methodology, STEAM, is proposed.

The partnership and the cooperation agreements are clear and precise, and it is expected a relevant impact both on participants and organisations.

It would have been suitable to define the working plan, detailing the activities to evaluate the achievement of objectives and the added value.

Although the proposal has incorporated diverse evaluation and assessment tool like surveys, questionnaires, etc, it would be recommended to define precise measurable and assessable indicators, allowing to know the level of objectives' achievement.



Co-funded by the
Erasmus+ Programme
of the European Union

