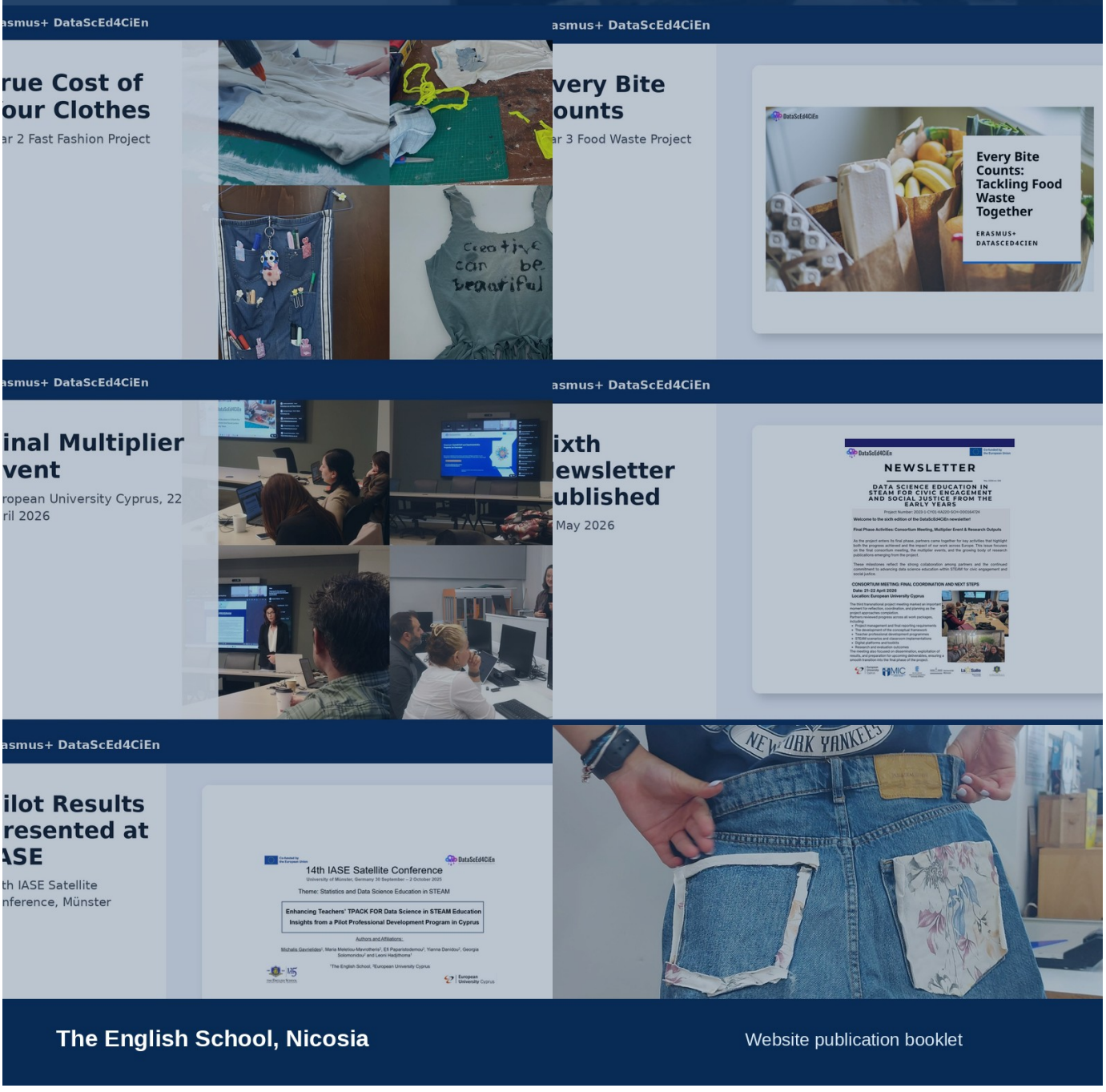
Erasmus+ DataScEd4CiEn

Data Science in STEAM Education at The English School

Project booklet | 2025-2026

Student projects, teacher professional development, newsletters and dissemination activity from the Erasmus+ DataScEd4CiEn project.



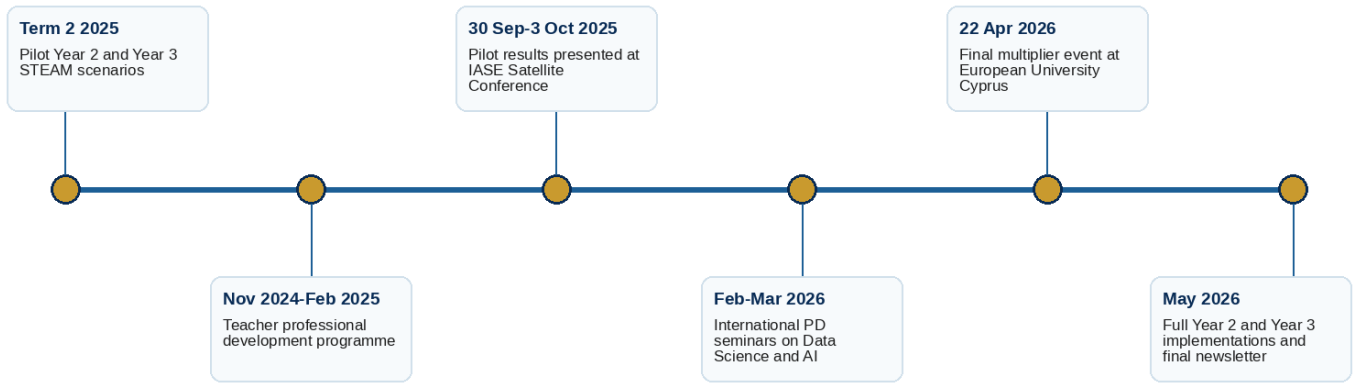
The English School, Nicosia

Website publication booklet

Contents

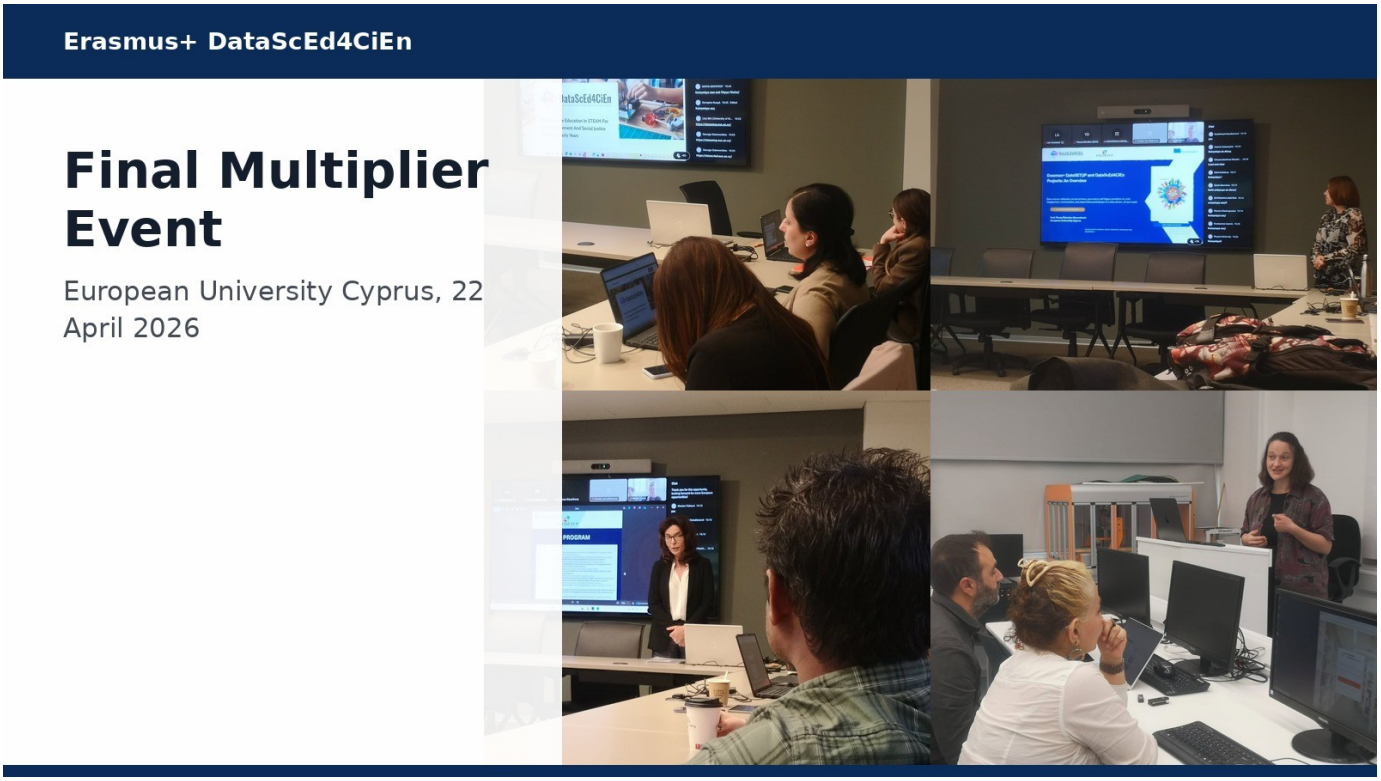
This booklet brings together the website-ready material for the Erasmus+ DataScEd4CiEn project at The English School. It is designed as a public-facing PDF that can be uploaded under the DataScEd4CiEn category on the school website.

Project timeline



Project timeline based on the supplied website materials.

Data Science, STEAM and civic learning



Final multiplier event at European University Cyprus, April 2026.

DataScEd4CiEn is an Erasmus+ project concerned with the integration of Data Science into STEAM education. The materials supplied for website publication describe a programme in which students used authentic datasets, digital tools and interdisciplinary tasks to examine social, environmental and civic questions.

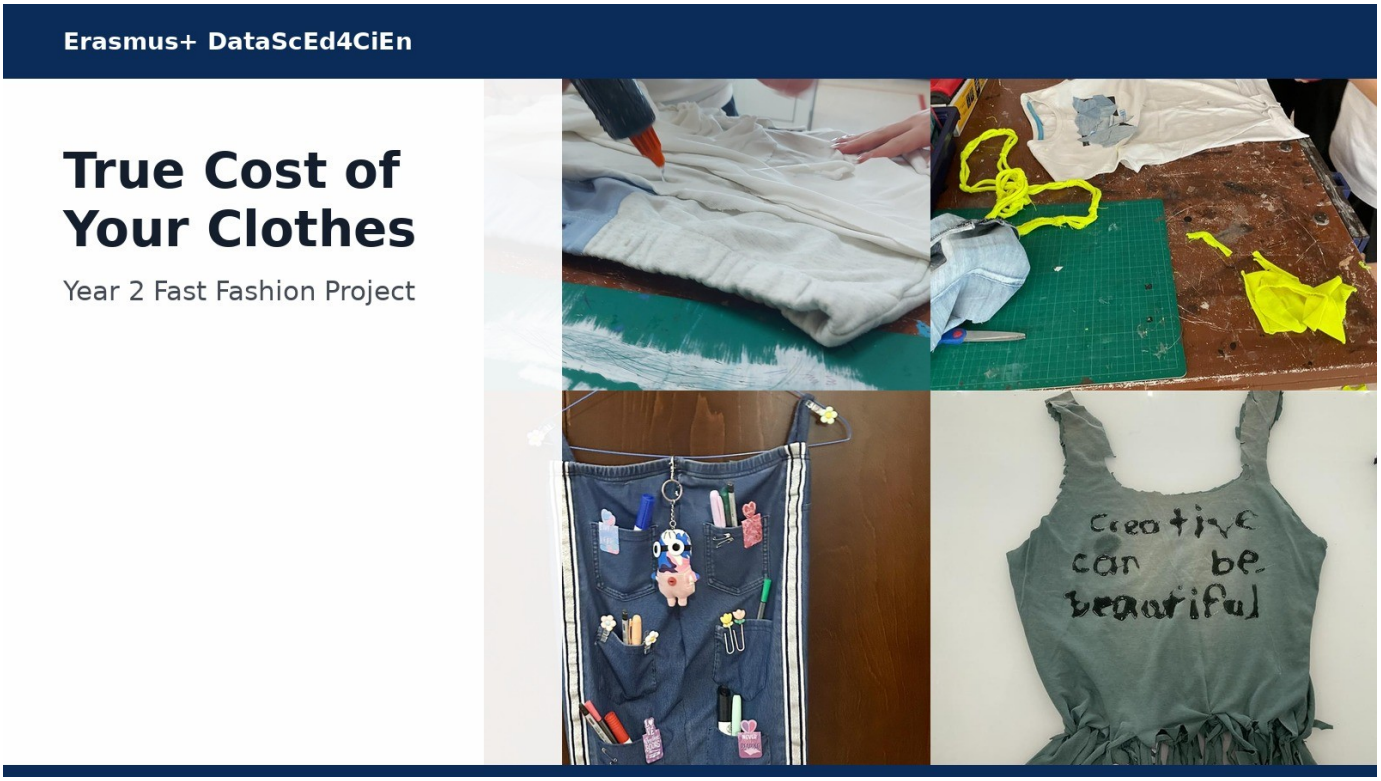
At The English School, the project connected PSHCE, Mathematics, Science, English, Art, Design & Technology and Computer Science. Students worked with data, produced written and digital communication, and developed practical design responses linked to the issues under investigation.

Partner and professional development context

The professional development materials identify European University Cyprus, The English School, the National and Kapodistrian University of Athens, La Salle Buen Consejo in Spain, the University of Münster in Germany, and Mary Immaculate College in Ireland as participating institutions in the training programme.

The school materials also refer to classroom pilots, teacher workshops, final dissemination activity and presentations at international conference level.

Year 2: The true cost of fast fashion



Student work using reused textiles and upcycled clothing.

During the second term of 2026, all Year 2 students took part in the STEAM scenario "What is the True Cost of Your Clothes?" The project examined the ethical, environmental and economic effects of the fast fashion industry through Data Science and interdisciplinary learning.

Data enquiry	Subject links	Student outcomes
Students analysed datasets using CODAP and used patterns in the data to support evidence-based conclusions.	The scenario connected PSHCE, Mathematics, Science, English, Art, Design & Technology and Computer Science.	Students produced awareness campaigns, digital presentations, websites, posters, videos and upcycled textile work.

Fast fashion practical work

Selected images from the fast fashion project. Close-up images of the work and materials can be used where a less portrait-based presentation is preferred.

Year 3: Every Bite Counts

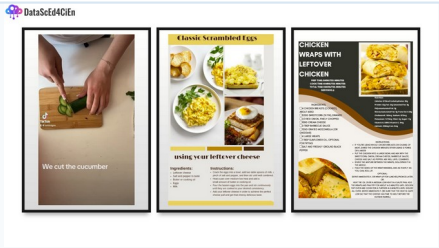
Every Bite Counts presentation slide from the Year 3 food waste project.

During the second term of 2026, all Year 3 students completed the STEAM scenario "Every Bite Counts: Tackling Food Waste Together". The project used Data Science to examine the causes and effects of food waste and to consider practical ways to reduce waste at home and in the wider community.

Project method

Students analysed authentic datasets using CODAP, compared patterns in food waste and interpreted statistical information to support conclusions.

Science lessons examined composting, biogas production and the environmental consequences of food waste. Design & Technology tasks included sustainable food packaging and QR-linked recipes using leftover ingredients.



Communication outcomes

Students produced digital presentations, awareness videos, podcasts and a collaborative cookbook. The work connected data literacy with scientific enquiry, communication, design and responsible citizenship.

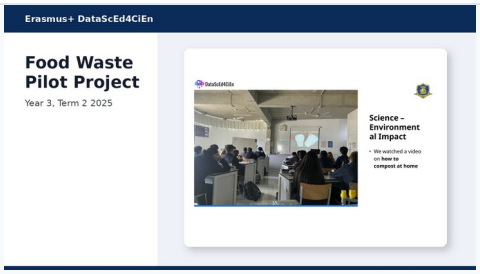
Pilot work in 2025

The 2025 pilot implementations informed the full Year 2 and Year 3 project work completed in 2026. The pilots tested the learning scenarios with selected classes and generated student examples for the project newsletter and dissemination activity.

Fast fashion pilot

Year 2 classes 2G and 2J piloted "What is the True Cost of Your Clothes?" during Term 2 of 2025. Students examined garment worker conditions, textile waste, water use and ethical consumption.

The pilot combined data analysis with design work, written communication and upcycled textile products.

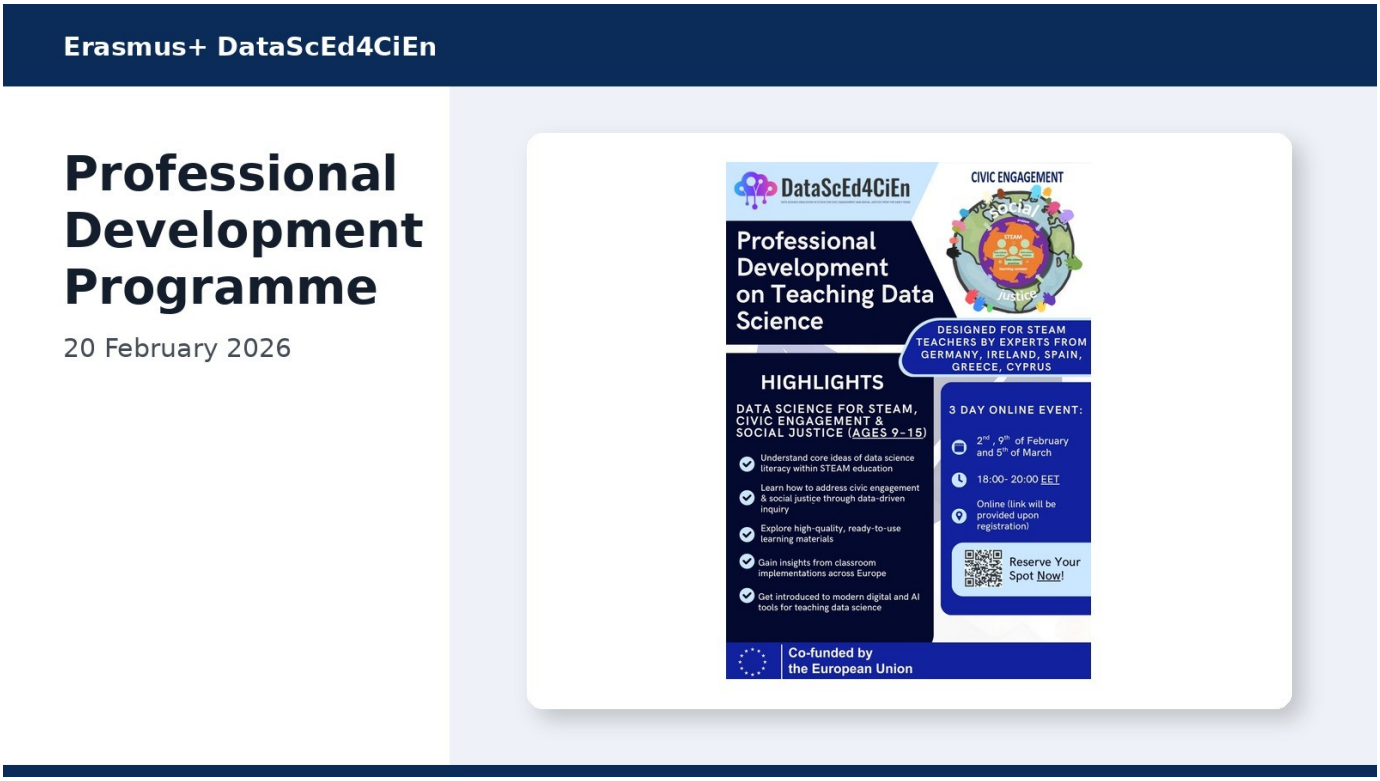


Food waste pilot

Year 3 classes 3G and 3J piloted "Every Bite Counts: Tackling Food Waste Together" during Term 2 of 2025.

Students used food waste data, scientific investigation, persuasive writing, recipe work and digital communication to consider food waste as an environmental, social and economic issue.

Teacher learning and classroom preparation



Professional development programme invitation.

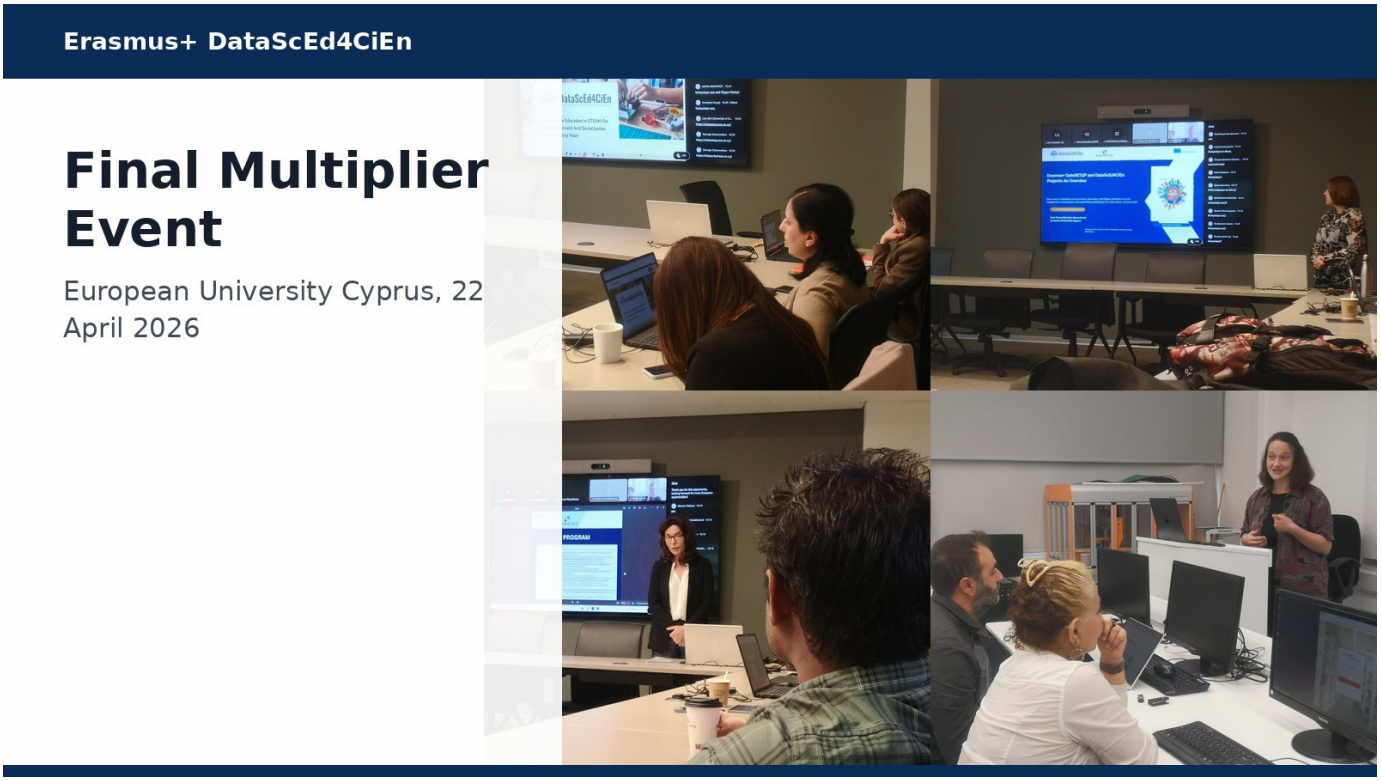
The supplied materials include an international professional development programme on Data Science and AI in STEAM education. The programme was open to primary and secondary teachers and teacher educators and was organised through the DataScEd4CiEn partnership.

Session themes

- Data Science literacy within STEAM education and data-driven enquiry for civic engagement and social justice.
- Classroom resources and digital tools, including CODAP, with practical uses of AI and Machine Learning considered through ethical classroom use.
- Implementation of the DataScEd4CiEn approach in the curriculum and sharing practice within an international professional learning community.

The school conference material also records a pilot professional development programme involving 46 teachers, with workshops, collaborative lesson planning and tools such as CODAP and Gapminder.

Final multiplier event



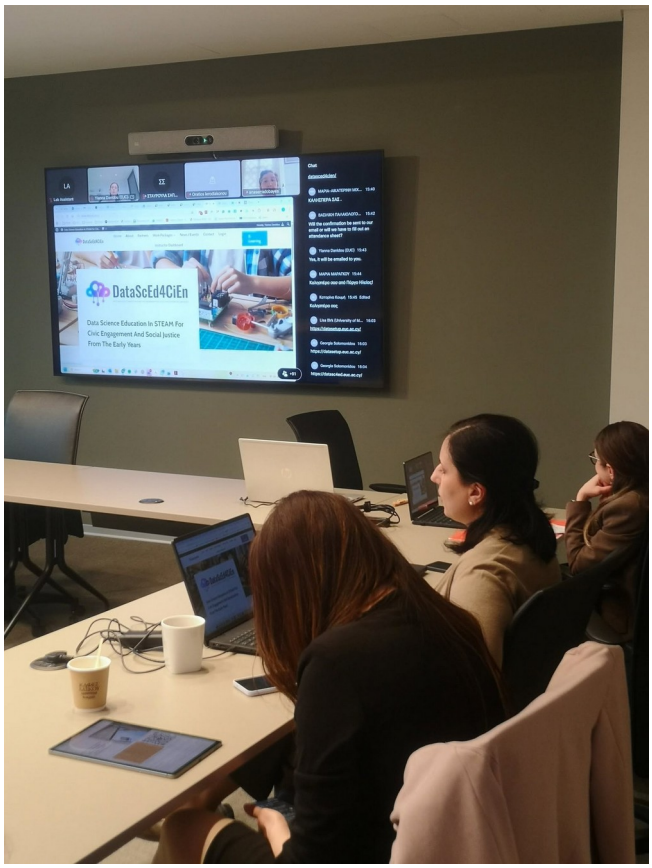
Presentations and workshops at the final DataScEd4CiEn multiplier event.

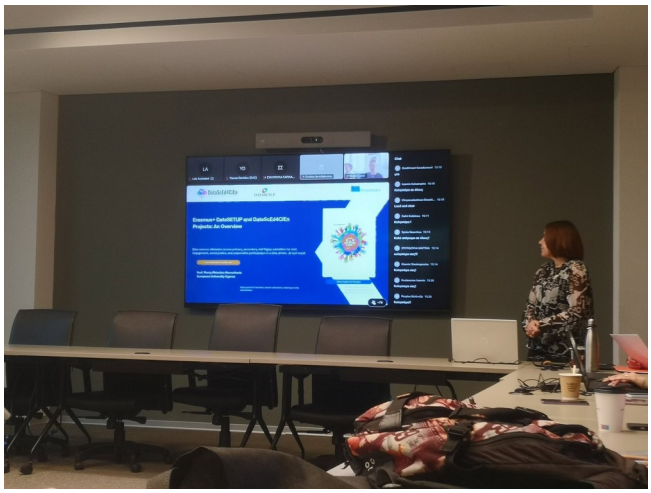
The English School participated in the final DataScEd4CiEn multiplier event, hosted at European University Cyprus on 22 April 2026. The event presented project outcomes and examined how Data Science can be integrated into STEAM education.

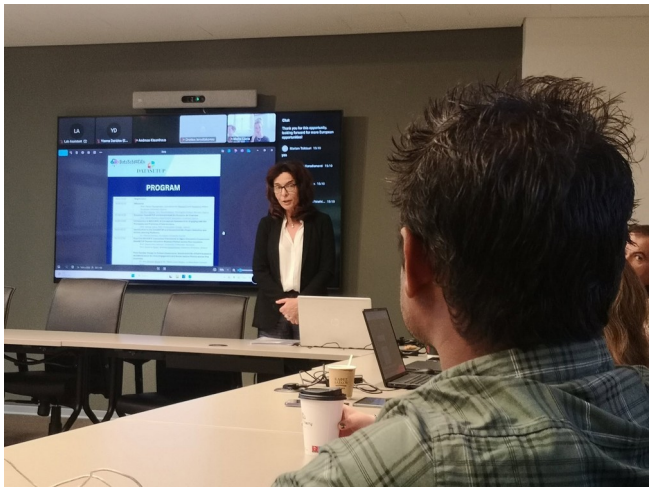
The programme included welcome addresses by Prof. Panos Papageorgis, Vice Rector for Research and Academic Affairs at European University Cyprus, and Ms Popi Grouta, Deputy Head of The English School. Leoni Hadjithoma and Michalis Gavrielides presented the school's implementation work and contributed to workshops on data exploration, digital tools and ethical uses of AI and Machine Learning in education.

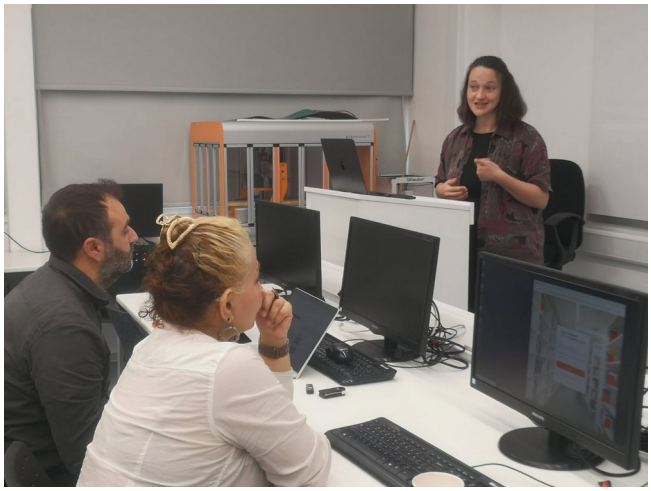
Final multiplier event gallery

Selected images from the final DataScEd4CiEn multiplier event hosted at European University Cyprus.









IASE Satellite Conference, Münster

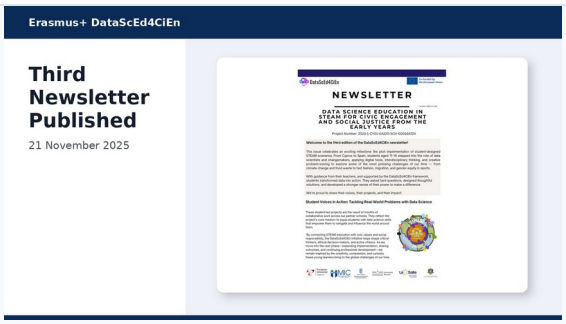
Title slide from the IASE Satellite Conference presentation.

The English School was represented at the 14th IASE Satellite Conference, held in Münster, Germany, from 30 September to 3 October 2025. Michalis Gavrielides presented outcomes from the DataScEd4CiEn project in a presentation entitled "Insights from a Pilot Program in Cyprus".

The presentation described the integration of Data Science into STEAM education and referred to the school's teacher professional development programme, classroom pilots and the Year 2 fast fashion project. The supplied article reports that more than 70% of participating teachers said the programme changed the way they use data in their teaching.

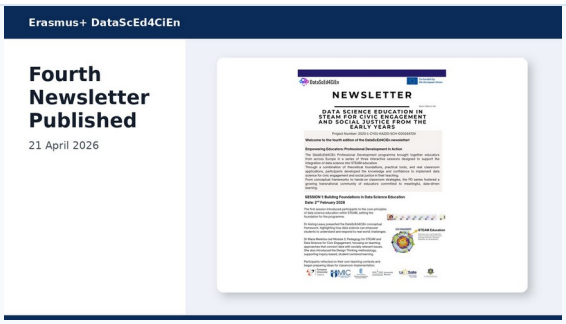
Project newsletters

The supplied website materials include the third, fourth, fifth and sixth editions of the DataScEd4CiEn newsletter. Together they record pilot work, professional development, classroom implementation, consortium activity and final dissemination.



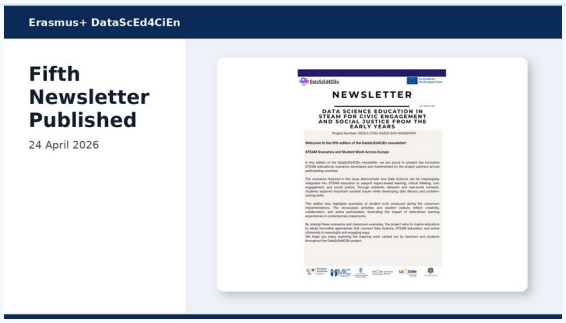
Third newsletter

Pilot implementation of STEAM scenarios, including fast fashion and food waste work.



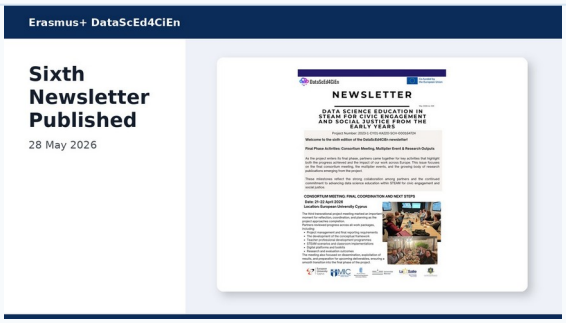
Fourth newsletter

Professional development programme and classroom resources for Data Science in STEAM.



Fifth newsletter

Classroom implementation across partner schools during the 2025-2026 academic year.



Sixth newsletter

Final project update, consortium meeting, multiplier events and dissemination activity.