Early Inclusive STEAM Education in Theory and Practice

Discover · Explore · Design – an international Blended Intensive Programme in Vienna

A question that concerns us all

How can technical and aesthetic-creative education be designed so that all children can truly think along, join in and help shape what happens? This question is at the heart of an international Erasmus+ Blended Intensive Programme (BIP) taking place in the summer semester of 2027 at KPH Wien/Niederösterreich.

Students and teachers from Austria, Norway and Germany pursue it together – not only in the seminar room, but through a mix of online encounters, workshop sessions and explorations across the city of Vienna. The result is not a presentation but something you can pick up, try out and pass on: a concept, a material, a learning station for early inclusive STEAM education.

Inclusion begins with the learning environment, not with the student

STEAM combines Science, Technology, Engineering, Arts and Mathematics into a kind of learning that investigates, designs and solves problems. It holds a promise that has not yet been fulfilled for all students. Where technology is accessible mainly through prior knowledge, technical vocabulary and manual dexterity, some students are left out before they have had a chance to contribute their own ideas.

The BIP therefore starts from a different point. It does not ask what a child would need to bring in order to understand STEAM, but how learning environments must be designed so that different ways in are considered from the outset. Barriers thus appear as properties of material, task and space, and whatever can be described in this way can also be removed. A technical understanding that builds on each learner's current stage of development then becomes accessible to everyone.

We take a closer look at four areas. Materials that can be grasped, built and changed, and that engage several senses, provide a first point of access. Digital technologies can enable participation, but they can also create new hurdles. In design processes, children do not merely solve assigned tasks but devise their own solutions, and in cooperative forms of learning the different strengths of a group complement one another.

The international framework is more than a backdrop. What seems self-evident in one education system appears as a remarkable idea in the next, and it is precisely in this difference that questions arise which one rarely asks within one's own country.

Why you should be part of it

You work together with students from different countries and, in doing so, discover differences in inclusive, technology and STEAM education. In creative workshops you develop and test your own inclusive learning settings, materials or teaching ideas. You get to know Vienna as a place of learning that offers inspiration for design, participation and innovation.

What you take away is more than a certificate. You receive feedback from several national perspectives and go home with a tangible result. In addition, you gain new perspectives on inclusion, diversity and participation, experience with collaborative, inquiry-based and design-oriented methods, international contacts, and ideas for your studies, practice and future projects.

Prior knowledge is welcome but not required. What matters are curiosity, openness and a genuine interest in thinking about education for all children.

Key Facts

Aspect	Details
Format	Blended Intensive Programme with an online phase and an on-site week in Vienna
Period	Summer semester 2027, On-site week 26–30 April 2027
Language	English
ECTS	at least 3 ECTS, depending on the home institution
Participating institutions	KPH Wien/Niederösterreich; University of Education Schwäbisch Gmünd, Norwegian University of Science and Technology Trondheim
Coordination	KPH Wien/Niederösterreich

Let's design inclusive futures – together

If you are curious, talk to your teacher or your home institution, or get in touch with us directly. Be curious. Be creative. Be part of an international learning community.

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