

# The STEAMers programme

POLICY DEVELOPMENT

PRACTICAL MEASURE/INITIATIVE

 CYPRUS

## Timeline

2021 Implementation 2022 Implementation 2023 Implementation  
2024 Implementation 2025 Implementation

ID number 44622

## Background

Based on the international STEAM standards (science, technology, engineering, arts, maths), the Youth Board of Cyprus launched in the academic year 2017-18 the STEAMers programme, responding to the need for continuous skills development, enhancement of creativity, as well as personal and career development of young people.

## Objectives

The programme aspires to cultivate critical thinking among young people, contributing to their personal growth and wellbeing. At the same time, the workshops increase young people's intelligence, creativity, as well as other skills that will be valuable in their daily lives and career development.

## Description

In 2017, the Youth Board of Cyprus decided to develop the Youth multcentres programme, leading to the STEAMers programme. Based on the international STEAM standards, the Youth Board launched at the end of 2017 a new series of workshops on robotics, photography, programming, arts, music and theatre.

The STEAMers programme offers workshops in the fields of robotics, photography, coding, art, music and drama. The workshops are conducted by experienced professional educators at the Youth Board's youth centres in Nicosia, Limassol, Larnaca and Paphos throughout the academic year.

The workshops address children and young people aged 6-35 years old. The fees for attending a workshop are low, facilitating thus the participation of young people from various socio-economic backgrounds.

The programme was operational and ran as regular practice in 2018, 2019 and 2020.

### 2021 Implementation

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### 2022 Implementation

The programme was operational and ran as regular practice.

### 2023 Implementation

In 2023, the programme operated normally on a nationwide basis. Specifically, in Nicosia, 113 workshops were held with 424 participants; in Larnaca, 26 workshops with 116 participants; in Paphos, 52 workshops with 322 participants; in Limassol, 42 workshops with 180 participants; and in Famagusta, 9 workshops with 46 participants.

### 2024 Implementation

For the year 2024, there were 240 workshops covering themes such as 'Introduction to Robotics & Programming,' 'Robotics, Algorithmic Thinking, and Mathematical Patterns,' 'Introduction to Robotics & Programming,' 'Creating Digital Content with a Focus on Design,' and 'Programming through the Use of Games.'

### 2025 Implementation

It is estimated that around 400 students participated in 2025 in a total of 175 workshops covering themes such as

- Introduction to Robotics & Programming,
- Robotics,
- Algorithmic Thinking, and Mathematical Patterns,
- Creating Digital Content with a Focus on Design, and
- Programming through the Use of Games.

Regarding the programme's impact on the target groups, it is noted that the available sources describe its objectives, content, and geographical coverage, but do not always provide systematic results. Nevertheless, there was a broad and continuous cycle of workshops in each district, indicating extensive implementation and local-level accessibility.

The implementation was widespread (many districts, a variety of themes), accessible (low cost), and strategically designed (compendium, workshops following the STEAM approach). This creates favourable conditions for a positive short-term impact on young people's access to and interest in STEAM fields.

## Bodies responsible

- Youth Board of Cyprus

## Target group

### Learners

Young people (15-29 years old)

### Other

Young people (6-35 years old)

## Thematic categories

Modernising VET offer and delivery

Acquiring key competences

### **Supporting lifelong learning culture and increasing participation**

Providing for individuals' re- and upskilling needs

Ensuring equal opportunities and inclusiveness in education and training

## **Subsystem**

CVET

## **Further reading**

[Youth Board of Cyprus website](#)

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[The STEAMers programme](#)

### **“ … ” Cite as**

Cedefop, & ReferNet. (2026). The STEAMers programme: Cyprus. In Cedefop, & ReferNet. (2026). *Timeline of VET policies in Europe* (2025 update) [Online tool].

<https://www.cedefop.europa.eu/en/tools/timeline-vet-policies-europe/search/44622>