

The STEAMers programme

POLICY DEVELOPMENT

PRACTICAL MEASURE/INITIATIVE

 CYPRUS

Timeline

2021 Implementation

2022 Implementation

2023 Implementation

2024 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

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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.'

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](#)

[The STEAMers programme](#)

“ ... ” **Cite as**

Cedefop, & ReferNet. (2025). The STEAMers programme: Cyprus. In Cedefop, & ReferNet. (2025). *Timeline of VET policies in Europe* (2024 update) [Online tool].

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