Youth STEAM incentive

POLICY DEVELOPMENT | **PRACTICAL MEASURE/INITIATIVE** | PORTUGAL

Timeline

2022 **Implementation** 2023 **Implementation** 2024 **Implementation** 2025 **Implementation**

ID number 43365

Background

Within the scope of the Recovery and resilience plan (RRP), and in line with the work developed within the scope of the University without Walls (EUA, European University Association) and Skills 4 post-COVID - Skills for the future (Labour market relevance and outcomes, LMRO, OECD and the European Commission) initiatives, a set of reforms and investments were defined that contribute to increasing youth participation in higher education, to encouraging raising the qualification levels of the population, and to increasing research and development in Portugal, and reinforcing the goal of convergence with Europe over the next decade.

Objectives

Youth STEAM incentive (*Impulso Jovem STEAM*) aims to increase by 10% over the next 5 years the number of young people in higher education, in areas of science, technology, engineering, arts and mathematics (STEAM), in line with the new needs of the labour market.

Description

Financial support for projects promoted and to be implemented by higher education institutions (HEI), in partnership or in consortium with enterprises, public and/or private employers, municipalities and local, regional and national public entities, as well as in close cooperation with secondary schools. They may take the form of schools, alliances and/or programmes, oriented to strengthen initial higher education and to increase the number of graduates in STEAM areas throughout the country This means offering degrees and other initial higher education training (e.g., higher technical professional courses in the case of polytechnics) or other initiatives:

(a) new teaching-learning methodologies, including distinctive scientific and pedagogical practices and innovative, customised to the context, namely distance learning and active methodologies;
(b) increased support to students, through concerted strategies in terms of attracting and integrating of students (mentoring); monitoring school drop-outs; promoting academic success, as well as labour market integration, focused on STEAM areas;
(c) renovation and investment in new equipment and infrastructure of the teaching and

research units, in order to improve the current working conditions of the academic community and offer adjusted teaching-learning conditions;
(d) creating and equipping spaces to receive students from primary and secondary schools to carry out projects in STEAM areas;
(e) summer courses and awareness actions, both oriented to students from secondary schools and professional schools.

The proposed investment amount is EUR 122 million, to be implemented in the period 2021-26.

2022 Implementation

This measure is part of the NIP under the package Skilling and reskilling.

Until December 2022, there were 75 HEI involved in design and implementation of the projects and 2 200 young people were involved.

2023 Implementation

As planned, a mid-term evaluation report was carried out by the Directorate General for Higher Education in 2023, about halfway through the implementation of this programme. Key findings include:

(a) a total of 10 071 graduates in STEAM have been achieved, which corresponds to 168% of the target for 2023 (5 993 graduates);
(b) the majority of participants were young women aged 18 to 29;
(c) by November 2023, the financial execution amounted to EUR 137 275.16, with EUR 48 337.22 in the area of Digital skills.

2024 Implementation

Financial execution by October 2024 was EUR 62 733 700.99 (51% of the total EUR 122 million). Information on other parameters was not available at the time of reporting.

2025 Implementation

No progress or developments on this policy were reported by October 2025.

Bodies responsible

- Ministry of Science, Technology and Higher Education (until April 2024)
- Directorate General of Higher Education (DGES) (until September 2025)
- Ministry of Education, Science and Innovation (MECI) (since April 2024)
- Institute for Higher Education (IES) (since September 2025)

Target group

Learners

Young people (15-29 years old)

Thematic categories

Governance of VET and lifelong learning

Coordinating VET and other policies

Optimising VET funding

Engaging VET stakeholders and strengthening partnerships in VET

Modernising VET offer and delivery

Modernising VET standards, curricula, programmes and training courses

Acquiring key competences

Supporting lifelong learning culture and increasing participation

Providing for individuals' re- and upskilling needs

European priorities in VET

VET Recommendation

VET as an attractive choice based on modern and digitalised provision of training and skills

VET promoting equality of opportunities

Subsystem

IVET

Further reading

Programme website

Report of implementation indicators

Decree-law (Decreto-lei) No 27/2021 of 16 April 2021

Mid-term evaluation report

Related policy developments

2025 **Implementation**

Adults impulse programme

Financial support for programmes promoted and to be implemented by HEIs, in partnership or in consortium with enterprises, public and/or private employers and including local, regional and national authorities and public bodies.

PORTUGAL

Type of development

Practical measure/Initiative

Subsystem

CVET

Cite as

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https://www.cedefop.europa.eu/en/tools/timeline-vet-policies-europe/search/43365