

Sustainable STEAM Train the Trainer Programme 2026

Programme Overview

The Sustainable STEAM Train the Trainer Programme is a first-of-its-kind national model designed to build capacity in STEAM (Science, Technology, Engineering, Arts, Mathematics) education through an inclusive, community-rooted, research-led approach. Delivered by SMARTlab _ Skelligs - Future Focus21c, in partnership with leading national and international experts, the programme equips educators, youth workers, creative practitioners and community facilitators with the confidence, methods and tools to begin to deliver integrated STEAM learning.

The programme integrates inclusive design, creativity, sustainability, circular economy principles, and 21st-century skill development, ensuring that participants gain not only technical know-how but also the values, pedagogical frameworks and ethical foundations required for meaningful community impact.

Aims & Objectives

The programme aims to:

- Build local capacity by equipping community-based educators and practitioners with practical STEAM facilitation skills.
- Strengthen regional ecosystems through cross-sector collaboration between education, culture, enterprise, youth services and creative industries.
- Embed inclusive design approaches into STEAM learning to ensure accessibility, equity and participation for all learners.
- Support national skills strategies by nurturing creativity, problem-solving, innovation and digital literacy.
- Develop sustainable pathways for young people into STEAM, creative, cultural and technical sectors.
- Generate evidence of impact through research-driven delivery, data analysis and continuous evaluation.

Why This Programme is Unique

The SMARTlab Skelligs–Future Focus21c team has been leading innovation in STEAM education since 2012, combining curriculum development, community-based practice and internationally recognised research at the forefront of inclusive, creative and sustainable learning. Drawing on over a decade of expertise, this entry-level ‘Train the Trainer’ programme has been purposefully designed to address gaps in STEM education and STEAM facilitation, particularly in rural, underserved and rapidly changing learning environments. Rooted in 21st-century challenges, from digital literacy to circular design, accessibility, climate resilience and creative problem-solving, the programme offers a unique, research-informed model that enables educators, creatives and community practitioners to deliver meaningful, future-focused learning experiences for all.

STEAM Train the Trainer Programme 2025–2026

- Ireland's first inclusive STEAM Train the Trainer model with a focus on sustainable futures and circular design.
- Grounded in global research excellence, with contributions from SMARTlab, UCD and an international network of experts.
- Cross-disciplinary: combining robotics, creative technology, maker practices, arts, heritage, culture and community innovation.
- Accessible to all skill levels, no prior experience required.
- Designed for long-term impact, supporting communities beyond the duration of the training through resources, mentorship and a community of practice.
- Aligned with national priorities in creativity, STEM/STEAM education, 21st-century skills and regional development.

Who the Programme Serves

The programme engages a range of audiences, including:

- Local educators, youth workers and community facilitators
- Creative and cultural practitioners
- Schools, libraries, arts centres, heritage venues
- Technologists, makers, designers and vocational trainers
- ETBs, local authorities and regional skills networks
- National education, culture and innovation stakeholders
- International experts & research partners

This broad ecosystem ensures a diverse, resilient network of practitioners able to support creative learning across Ireland.

Programme Structure

- Training Sessions: Workshops combining practical STEAM skills, inclusive pedagogy, creativity and problem-solving.
- Hands-On Learning: Robotics, maker tools, materials, design thinking and circular innovation.
- Mentorship: Guidance from national and international experts.
- Community of Practice: Peer-to-peer learning, resource sharing and reflection.
- Impact Framework: Ongoing data-gathering and evaluation to track learning, empowerment and community outcomes.

Expected Impact

- Increased confidence and skills among local educators delivering STEAM programmes
- Greater inclusion, participation and accessibility in STEAM education
- Local employment opportunities with Future Focus21c
- New creative pathways / opportunities for young people due to STEAM Ed. capacity building in the region
- Stronger local and regional networks supporting innovation and community learning

STEAM Train the Trainer Programme 2025–2026

- Evidence-based insights informing national policy and future programmes

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