STEAM – Education of the Future

A humanitarian project of the state educational institution « Lelchitsy District Gymnasium named after I.A. Kolos»

1.	The name of the project: **STEAM – Education of the Future**
2.	**Project implementation period:** 2025-2026 гг.
3.	**The applicant organization offering the project:** the state educational institution « Lelchitsy District Gymnasium named after I.A. Kolos» **Территория реализации:** Pobedy Street,33, Lelchitsy, Gomel Region, The Republic of Belarus. **Сайт:** https://lel-gimnazia.by/ **Experience and reputation:** The Gymnasium is the leading educational institution in the district, with over 68 highly qualified teachers. We have the necessary human resources and infrastructure to implement large-scale projects successfully. **Contact person:** Svetlana Anatolyevna Voronovich, Director of the State Educational Institution « Lelchitsy District Gymnasium named after I.A. Kolos» **Tel.:** +375 29 3469482 **E-mail:** lel-gimnazia@lelchitsy.gov.by
4.	**The aim of the project:** to create an inclusive educational STEAM center to unlock the potential, develop talents and improve social integration of children and young people in Lelchitsy, including vulnerable groups.
5.	**Tasks planned to be completed as part of the project implementation:** 1. By September 1, 2026 create and equip a modern STEAM center with an area of 52 sq.m. 2. Provide annual training in the center's programs for at least 400 students, including at least 40 children with special psychophysical developmental needs. 3. Improve the qualifications of at least 10 teachers in the field of STEAM education and inclusive methods. 4. Increase the number of participants and winners of regional and national technical competitions from 5 to 20+ annually.
6.	**Target group:** Gymnasium students (712 people), including children with special psychophysical developmental needs (40 people), for whom the center will be a window to the world of technology and an opportunity for social integration. Teachers (68 people) will receive new competencies and modern teaching tools. Parents and the local community are indirect beneficiaries through involvement in the center's activities and improved education for their children.
7.	**A brief description of the project's activities:** Stage 1. Preparatory: conclusion of contracts, development and approval of educational programs, and an introductory seminar for teachers and parents.

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<tr><td></td><td>Stage 2. Renovation and equipment: major renovation of the premises (52 sq.m.) to create a barrier-free environment, and the gradual purchase and installation of equipment (according to the detailed plan).
Stage 3. Educational: launch of educational programs, conduct of workshops and contests, and monitoring and evaluation of results.
Stage 4. Final: summarizing the results, preparing a report, presenting the results to the sponsor and the public, and planning activities for the next academic year.
Sustainability of the project:
The STEAM center will be integrated into the gymnasium's structure and will become part of the curriculum and additional education programs. In the future, the center may generate funds through the provision of paid educational services and participation in new grant programs.The created infrastructure and developed programs will be sustainable.</td></tr>
<tr><td>8.</td><td>Expected results
Quantitative:
1 STEAM center with an area of 52 sq.m. has been created and equipped.
At least 400 students will be trained annually in the center's programs.
At least 10 teachers will undergo advanced training courses.
Events (seminars, workshops) will be held with the participation of the local population.
Qualitative:
The level of digital literacy and interest in technical and creative professions among students will increase.
An inclusive environment will be created that promotes social integration of children with special psychophysical developmental needs.
Development of critical thinking, creativity, and teamwork among the project participants.
Improvement of the gymnasium's material and technical base and enhancement of the quality of educational services.</td></tr>
<tr><td>9.</td><td>Total funding amount</td></tr>
<tr><td></td><td><table>
<tr><td>Funding source</td><td>Funding amount
(in US dollars)</td></tr>
<tr><td>Donor funds</td><td>27000</td></tr>
<tr><td>Co-financing of the gymnasium</td><td>3000 includes:
Cash funds: 1700 $ (coordinator's salary, utilities, and internet).
Non-cash contribution: 1300 $ (repair labor costs, IT specialist's work).</td></tr>
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<tr><td>10.</td><td>Expense details
10.1. Repair and preparation of the room (8,540$)
Preparatory work: dismantling, garbage collection (150$)
Base finishing: leveling of walls, ceiling, floor (590$)
Finishing: laminate, paint, “Armstrong” ceiling, lighting, doors, blinds, air conditioning (6,840$)</td></tr>
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	Special works: reinforced electrical wiring, ventilation, zoning ($960) **10.2. Equipment and furniture ($21,460)** Computer equipment: 12 (twelve) PCs, 2 (two) powerful laptops for 3D modeling ($12,000) Special equipment: 75" interactive panel, two 3D printers, graphic tablets ($6,500) Furniture and infrastructure: ergonomic desks and chairs, storage systems ($2,240) Practical equipment: Arduino kits, Raspberry Pi, digital laboratory, soldering equipment ($4,260) Network and auxiliary equipment: UPS, network equipment, MFP ($2,500) Consumables: 3D filament, stationery ($760)
11.	Project rationale: In the gymnasium, where more than 700 children study, there is a difficult situation with access to modern technologies, which threatens their competitiveness and future professional development. Digital inequality: for 700+ students, there is only one computer class with 12 computers purchased. This is catastrophically insufficient for a high-quality study of computer science, not to mention programming or robotics Lack of an inclusive environment: 40% of children with special needs of psychophysical development do not have access to specialized equipment, which increases their social isolation and limits educational opportunities. "Talent drain": talented children cannot fully develop their abilities on the spot, and are forced to travel to nearby cities and regional centers to receive high-quality IT education. Non-compliance with time requirements: without the skills to work with modern technologies, graduates are unprepared for the 21st-century job market.
12.	**Proposal for a sponsor** We consider cooperation as a strategic partnership and are ready to offer: Public recognition: placement of the sponsor's logo and name at the entrance to the STEAM center. Information support: media mentions, on the website and in social networks of the gymnasium. PR opportunities: organization of visits, presentations and press tours for the sponsor's partners. Reporting: full financial and substantive reporting.
13.	**Conclusion** By investing in this project, you are investing not just in equipment, but in the future of an entire generation of children from a small town. You are giving them a chance to start from scratch, to discover their talents, and to have a bright future in the digital age. As a strong and experienced team, we guarantee the efficient use of every dollar invested and the long-term positive impact of the project. We are open to dialogue and ready to adapt our offer to your specific needs.

We will be glad to cooperate!