

“FACILITATE-AI: Guidelines for facilitating the learning of Artificial Intelligence (AI) by School Students of Grades 7-12”

Exploitation Strategy and Plan

(Approved by the project consortium on 21 November 2023)

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The partnership perceives this effort not as an isolated, singular opportunity but rather as one integrated into a larger framework of activities, given that the majority of partners have prior involvement in Erasmus+ educational initiatives. Through such efforts, the consortium has cultivated a robust network of stakeholders with whom they maintain ongoing engagement. Leveraging this network in conjunction with additional connections, the consortium can continue to disseminate and apply the project's outcomes beyond its completion.

The Exploitation Strategy and Plan of the Facilitate-AI project serves as a roadmap to ensure that the results produced by the project are effectively utilized in the future. The plan's primary goal is to secure the sustainability of the project's outcomes and ensure that the target groups continue to benefit from them. The consortium has identified Key Elements that require ongoing support once the project is completed. The consortium will prioritize the provision of support to these Key Elements, which include:

- Promoting the Facilitate-AI OER and Observatory internationally
- Maintaining the Social Network Platform
- Conducting physical or online Facilitate-AI training courses and continuously updating and improving the material
- Running the KA1 Facilitate-AI training course; The next KA1 workshop will be held in Rome during 12-16 March 2024, organized by the Cyprus Mathematical Society and is listed as an event on the SCIENTIX platform.
- Continuing to provide future updates of the Facilitate-AI Guidelines to be established through new projects, such as the STEAME Teacher Facilitators Academy Project which commenced on June 1st 2023.
- Continuing to hold sessions under the established and well-known EUROMATH & EUROSCIENCE annual Conference (www.euromath.org) expanding to more school representatives.
- Continuing to organize the AI-Education Symposium during the annual European STEAME ACADEMY Symposium.
- Making presentations after invitations to national Ministries' events; (Already the Facilitate-AI project has been presented to the following events: 9 Dec 2022 at Ministry of Education of Cyprus, 27 January 2023 at the Education in the 21st Century online Conference in Romania, 1 February at the eTwinning conference of the Cyprus ERASMUS+ National Agency, 25-26 February 2023 at the Cyprus National Mathematics Conference, Cyprus STEAME Festival during 1-2 December 2023).



- Utilizing other STEAME-related project activities to promote the Facilitate-AI Modules and Platform to involved teachers (i.e. STEAME ACADEMY and future projects)
- Incorporating AI activities during STEAME Summer Camps, including the Cyprus STEAME Summer Camp scheduled for July 22 – 26, 2024, EUROMATH & EUROSCIENCE ASIA in South Korea scheduled for August 2024.

The Facilitate-AI project has generated profound impact, particularly evident in its utilization within the recently approved "STEAME TEACHER FACILITATORS ACADEMY" project. This initiative falls under the umbrella of the Erasmus+ TEACHER ACADEMIES programme, signifying a significant step forward in educational innovation. Commencing officially on June 1st, 2023, the project has already incorporated the results of Facilitate-AI into the development of the STEAME Teacher Facilitators Competence Framework. This framework, designed for both student and service teachers, stands as a testament to the tangible and immediate impact of the Facilitate-AI project on pedagogical practices. The Cyprus Mathematical Society, as well as other partners of the Facilitate-AI project are participating in the consortium of the new project.

Along with the sustainability actions mentioned above, the consortium has also made additional decisions. The partners have reached an agreement to:

- Continue disseminating the project outputs and future events beyond the project's completion, through means such as conferences, newsletters, email alerts, etc. The Policy Recommendations could be presented at these events.
- Prepare a proposal for a "Facilitate-AI" Capacity Building project for the EU neighbourhood countries.
- Future updates of the Facilitate-AI Guidelines may become available for consulting in order to generate income.
- Merging sustainability forces between the projects (1) STEAME, (2) STEAME GOES HYBRID, (3) FACILITATE-AI with an aim for global exposure for reaching new education audiences. One example of this is the integration of these forces into the STEAME ACADEMY project. Possible extension of these could be through a Capacity Building project.
- Develop new projects based on the Facilitate-AI project's results.
- Develop a proposal for an AI-Education School Academy project.
- Create future updates of the Facilitate-AI Guidelines through new projects. Proposals planned in 2024 will involve using the guidelines and platform for new activities.
- Publish project results in relevant journals and periodicals to maintain their impact.

As part of the exploitation plan, the project partners have reached a consensus to ensure the results of the Facilitate-AI project will be publicly accessible and utilized by other interested parties. More specifically:

- The Facilitate-AI Training courses will be published on the EPALE Electronic Platform for Adult Learning in Europe.
- The designed course will be available to teachers and school managers in the form of:
 - ERASMUS+ KA1 training course
 - Cloud Online short course developed as MOOC (Massive Open Online Course) using the first KA1 course implemented (already published on www.facilitate-ai.eu and www.facilitate-ai-portal.eu) or Facilitate-AI workshops offered physically or online.
- The coordinating organization has committed to maintaining the website for at least five years.



- The partnership regards this project as a crucial opportunity to establish synergies with other Erasmus+ projects that relate to STEAM and/or Entrepreneurship activities. The consortium has an extensive network of stakeholders with whom they regularly interact, and the project's overall aim will be promoted through various activities even after its completion. The project team will provide electronic copies of all resources to the consortium's educational partners and associate partners, and they will be encouraged to plan for their further dissemination with the project team's support.
- Associated partners have received invitations to attend certain events and are expected to serve as project ambassadors after the project's completion. Specifically, the partnership will ensure the promotion of the Facilitate-AI Results and its relevant tools, including social networking tools.

Each of the collaborating organizations is equally dedicated to achieving the general and specific goals of the Facilitate-AI project. These objectives hold long-term significance for the targeted groups, which include teachers, school students, school principals, authority representatives, and Higher Education departments. The project's value is widely recognized, and as such, all essential measures, resources, and endeavours have been put in place to ensure the outcomes are sustained in the most effective and efficient manner. This will enable the Facilitate-AI activities to play a crucial role in the advancement of education systems in Europe and other regions. The Facilitate-AI project is instrumental in shaping the future of education and schools.

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