Universidad Pontificia de Salamanca

Grupo de investigación
GLOBES21
Educación Global y Habilidades para el Siglo XXI

Multimodality and Multiliteracy in STEAM Education

Blended Intensive Programme (BIP)
May 11–15, 2026
Universidad Pontificia de Salamanca (Spain)

Welcome

We are pleased to invite partner universities to participate in the **Blended Intensive Programme (BIP) "Multimodality and Multiliteracy in STEAM Education"**, hosted by the **Universidad Pontificia de Salamanca (UPSA)** and coordinated by the **GLOBES21 Research Group**, within the framework of the Erasmus+ programme.

This international programme is designed to provide undergraduate students with an immersive learning experience focused on innovative pedagogies, digital integration, and interdisciplinary approaches in STEAM education through multimodal and multiliteracy perspectives.

General Information

The programme addresses the growing need to prepare future educators capable of working in increasingly complex and digitally-rich learning environments. Participants will explore how multimodal communication and multiliteracies can enhance teaching, learning, creativity, and assessment in STEAM disciplines.

By combining online preparation with an intensive on-site week in Salamanca, the BIP offers a truly international, collaborative, and practice-oriented educational experience.

Target Group

The programme is aimed at undergraduate students in Education and related degrees connected to STEAM education disciplines, especially those enrolled in subjects focused on:

- Teaching methodology
- Educational innovation
- Interdisciplinary learning
- Digital education

Students from other closely related study fields with an interest in pedagogical innovation and digital learning strategies may also be considered.

Course Overview

Participants will be introduced to key theoretical foundations of multimodality and multiliteracy and their application to STEAM education. The programme emphasizes hands-on learning through problem-based tasks and collaborative project work in international teams.

Throughout the BIP, students will:

- Learn to design multimodal teaching materials and learning activities.
- Explore digital tools for educational creation and collaboration.
- Apply multimodal principles to curriculum design and assessment.
- Develop group projects addressing real educational challenges from an interdisciplinary perspective.

Key Objectives

During the programme, students will focus on:

- Understanding multimodal pedagogy and its relevance to STEAM education.
- Integrating digital technologies effectively into teaching and learning processes.
- Designing innovative curricula and assessment tools, including multimodal rubrics.
- Developing collaborative and intercultural competences through international group work.
- Fostering creativity, communication, and critical thinking as essential 21st-century skills.

Expected Learning Outcomes

By the end of the programme, participants will be able to:

- Design multimodal learning activities for STEAM education contexts.
- Integrate digital tools into teaching and assessment practices.
- Develop interdisciplinary educational resources collaboratively.
- Apply multimodal principles to curriculum planning and evaluation.
- Demonstrate intercultural teamwork and communication competences.

Programme Structure

1. Online sessions (Pre-mobility – April 20–30, 2026)

Before the participants meet in person, three online micro-modules and a kick-off meeting will be held:

- International kick-off meeting and intercultural icebreaker.
- Foundations of Multimodality.
- Pedagogical Principles of Multimodality.
- Digital Tools in Multimodal Learning.

International teams will be formed to prepare a preliminary multimodal STEAM micro-project.

2. Face-to-face sessions (Salamanca – May 11–15, 2026)

The on-site programme consists of five days of workshops and collaborative activities:

- **Day 1 – Multimodal STEAM Pedagogies**: Workshops on multimodal teaching methodologies applied to STEAM disciplines.
- **Day 2 – Digital Integration**: Hands-on exploration on digital tools, 3D printing, Artificial Intelligence and their uses on multimodality.
- **Day 3 – Curriculum Design & Assessment**: Application of multimodal principles to curriculum planning and assessment design
- **Day 4 – Project Work**: Development of international group STEAM projects under academic supervision.
- **Day 5 – Exhibition & Reflection**: Public project presentations and collective reflective sessions.

The on-site week combines expert-led workshops, cultural visits and intercultural activities with local students.

3. Online follow-up (Post-mobility – 2–3 weeks later)

- Submission of digital portfolios.
- Post-programme survey on acquired competences.
- Online focus groups for qualitative evaluation.

Participants will be organised into **international and interdisciplinary teams**, combining students from different universities and academic backgrounds to promote intercultural dialogue, creativity, and collaborative learning throughout all phases of the programme.

Upon successful completion of all programme requirements, participating students will receive **3 ECTS credits**, which may be recognized as elective credits by their home institutions according to Erasmus+ agreements.

About Universidad Pontificia de Salamanca

Founded in the 16th century, UPSA is located in the historic city of Salamanca, a UNESCO World Heritage Site renowned for its vibrant academic life, cultural heritage, and welcoming international environment. The university integrates a long humanistic tradition with a strong commitment to innovation, digital education, and international collaboration.

Contact Information

For further details or nomination procedures, please contact the International Relations Office of Universidad Pontificia de Salamanca:

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Academic Coordination

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