

# VR4STEM

DIGITAL STEAM FOR ALL



## LTTA in Iceland: Preparing Teachers to Bring Virtual Reality into STEAM education



From 22 to 26 June 2026, 34 participants representing all VR4STEM partner organisations gathered in Reykjavík, Iceland, for the project's Learning, Teaching and Training Activity (LTTA), hosted by our Icelandic partner.

The meeting brought together teachers and project experts to share progress, validate key project outputs and prepare the upcoming classroom pilot phase.

Partners presented the resources they had developed, reviewed the selected learning units that will be piloted in schools and explored the virtual reality environments designed for classroom implementation.



[Read More on our website](#)



## LTTA at a Glance



### VR modules tested

Hands-on sessions with  
immersive  
STEAM activities



### AI lesson planning

Teachers explored AI tools  
for inclusive STEAM  
education



### Toolkit validation

Feedback gathered to  
improve the final  
VR4STEM toolkit



### Pilot plans prepared

Each partner designed  
its local classroom  
implementation plan



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22- 26 JUNE 2026

## From Training to Classroom Implementation

The LTTA was more than a teacher training event. It represented a **key milestone** in transforming the project's resources into **practical classroom experiences**. Throughout the week, partners collaborated to **refine teaching materials, validate digital resources and prepare the next phase of implementation**, ensuring that all outputs are ready to support innovative and inclusive STEAM education across partner schools.

### Main Outcomes

- Validation of the VR4STEM Toolkit.
- Review and refinement of the MOOC structure and teacher training modules.
- Testing of VR activities and educational resources.
- Recommendations on accessibility, inclusion and teacher competences for VR-based learning.
- Finalisation of local pilot action plans for each partner school.

### Partners



## Next Step: Piloting Phase

The next stage of the project will see the selected learning units implemented in partner schools across Europe. Around 600 secondary students will participate in the pilot activities, allowing teachers to test the VR experiences in real classroom settings. Feedback from both teachers and students will be collected to evaluate the resources and further improve the final VR4STEM Toolkit and training materials.



## Why Does This Matter?

VR4STEM aims to inspire more girls to engage with STEAM subjects by creating immersive, motivating and inclusive learning experiences. By combining virtual reality with AI-supported teaching approaches, the project helps teachers personalise learning while making complex concepts more accessible and engaging. Through European collaboration, educators are co-creating innovative resources that can support more inclusive classrooms and encourage the next generation of young people—especially girls—to explore future opportunities in science, technology, engineering and mathematics.



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