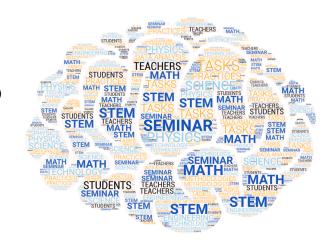
## STREAM EDUCATION IN LITHUANIA: EXPERIENCE AND EXPECTATIONS

Nijolė Cibulskaitė Vytautas Magnus University, Lithuania



## **Abstract:**

According to the Law on Education of the Republic of Lithuania (2011), an upbringing of a future citizen who would be able to realize his or her creative powers in the chosen professional activity, is the main goal of the national education. Today's educational innovation - STEM and STEAM education - emphasizes technical creation, in which students rationally combine the knowledge and skills of several subjects. The development of mathematical skills in the context of integrated STEM / STEAM education serves this purpose significantly. In STREAM education, in addition to the significance of science subjects, the importance of creative reading and writing is emphasized - the ability to analyze tests, discover and extract the necessary information and present it, preparing material on technologies, their development, application and use. One of the effective methods of developing STREAM skills is the development of interdisciplinary projects. Lithuania is developing a tradition of organizing national competitions for students' creative works, in which students present the products created during the project. Experience has shown that formal and non-formal development of creative skills could be successfully carried out through this mixed form on a virtual learning platform.

**Keywords:** STREAM education, project work, national competition, virtual learning.