

**IMPULSO** 

# Programs to be implemented by higher education institutions (HEI), in partnership or consortium with companies and/or other entities (public and private)

# Impulso Jovens STEAM

Aims to promote and support initiatives exclusively oriented to increase the higher education of young people in science, technology, engineering, arts and mathematics (STEAM- Science, Technology, Engineering, Arts and Mathmetics).

122 M€ 2021-2026

Main goal: to graduate 10.000

young students in STEAM

## Impulso Adultos

€252M

Aims to support the conversion and updating of skills of active adults through short-term training in higher education, initial and post-graduate level, as well as lifelong learning. Open to all areas of knowledge.

130 M€ 2021-26

Main goal: to involve 23.000 Adults in LLL programs

# **IMPULSO**

# Roadmap

- ➤ June 21 Publication of Call nº 1/PRR/2021 "Expression of Interest: Program Impulse Young STEAM and Adults".
- August 16 September 10 Submission of the applications period.
- November 5 Selection of the proposals to be funded and proposal of the allocation of the funds.
- ➤ **November 6-December 6** Submission of the final applications, open to the selected "Expressions of Interes".
- ➤ **December 2021** Analysis and approval of the applications submitted and Signature of the first contracts.

#### 2022-2026

Implementation phase and monitorization of the results and impacts.

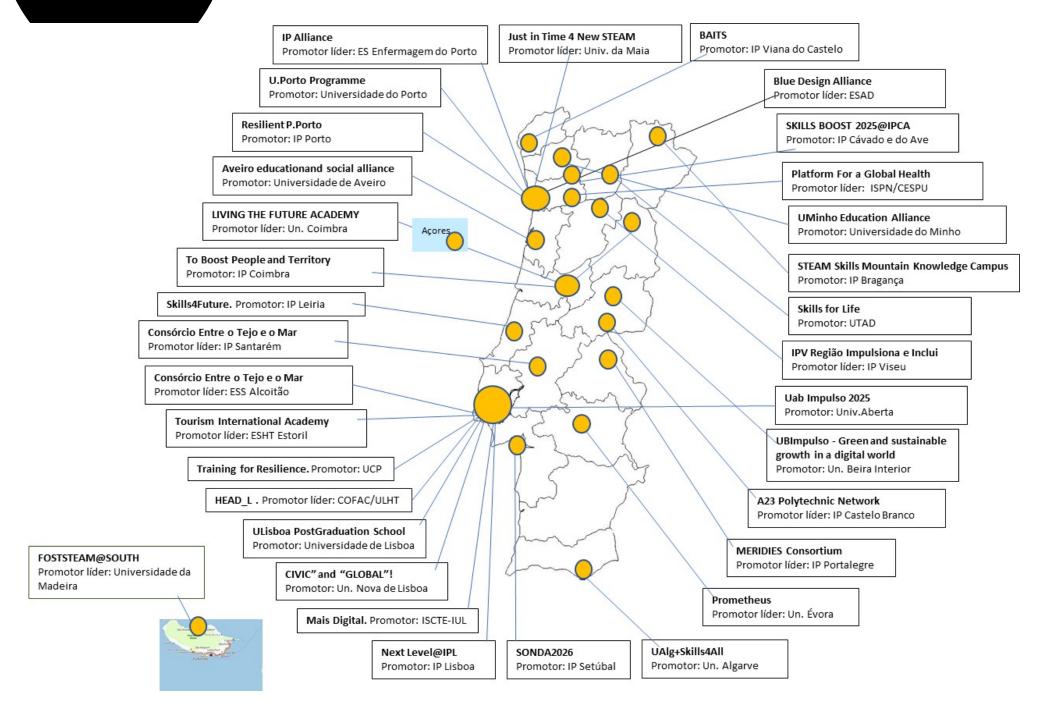
### Results

- > 35 applications submitted
- > 33 projects selected for funding

### **Proposed Goals:**

- ✓ Graduate >18,000 more students in "STEAM" fields by 2026;
- ✓ Qualify around 90.000 adults by 2026;
- ✓ Promote 19 "alliances" or "graduate schools" with companies, including 9 in low population density regions.

# 33 consortiuns approved



29 posgraduations alliances

