

Contest for female students in 3rd and 4th year of ESO and equivalent vocational training

164 female students from 26 provinces have participated in the 3rd edition of the RedeSTEAM contest

- Six teams from schools in Cantabria, Malaga, Almeria, Granada, and Pamplona won the prizes in this III edition
- RedeSTEAM is a contest organised by Redeia that aims to promote scientific and technological careers among female students from 14 to 16 years old
- The awards ceremony will take place on 16 October as part of the Redeia Sustainability Conference in Madrid

Madrid, 19 September 2024

As many as 164 students in the 3rd and 4th years of ESO (secondary education) and/or equivalent vocational training from 26 provinces (in 15 autonomous communities) took part in the III edition of RedeSTEAM, the contest organised by Redeia that promotes scientific and technological careers among girls aged 14 to 16.

The contest challenges participants to propose solutions to problems in their environment in three categories: electricity, telecommunications, and sustainable development goals (SDGs). Out of all the proposals received, **six projects have won and will receive their awards on 16 October at the Redeia Sustainability Conference in Madrid.**

Their creations include proposals to promote smart lighting systems in rural areas to reduce light pollution, a charging station with photovoltaic panels for mobile devices, solutions to reduce noise levels in classrooms, and ways to improve air quality in cities. Other ideas are aimed at developing ecosystems where plants and fish can live in harmony, while another project consists of an initiative to raise environmental awareness among students through a weather station, a videogame, or an escape room.

The award entails the winners' participation in immersive workshops to encourage STEAM curiosity, foster critical thinking, and develop technological and programming skills. The schools will receive equipment and materials for STEAM-based classrooms worth 3,000 euros.

Six projects, winners of the 2024 contest

This edition was attended by 45 schools. A total of 40 projects entered the competition, which were evaluated by an independent jury made up of women with scientific or technological backgrounds and career. Of these, the four best in each category went on to the second round.

Finally, the jury selected two winning projects for each category after assessing aspects such as innovation and creativity, the project's capacity for systematisation, the way it adapts or contextualises the problem, and the target audience to which the solution is addressed. Additionally, the jury also took into account the way curricular content from STEAM disciplines is applied in the proposed solution, the impact or expected results of the project, along with evidence proving its achievements, the communication skills of the members, and the actions carried out to disseminate the project.

The contest continues to expand year after year. After three editions, **it has already enjoyed the participation of 413 students from 80 schools from all over Spain.**

In the electricity challenge category, the jury awarded prizes to the projects '**Smart Way**' presented by 'Las tres mosqueteras' from Ricardo Bernardo Secondary School in Medio Cudeyo (Cantabria) and '**Estación Telemática de equipos portátiles**' belonging to the group 'Salinas fotovoltaicas' from Las Salinas Secondary School in Fuengirola (Malaga).

In the telecommunications challenge category, the winning proposals are '**Soundlights**,' presented by 'Guardianas del Ruido' from Miraflores de los Ángeles Secondary School (Malaga), and '**Cronograómetro vial**' from the team of students 'Team Alme' from Albaida Secondary School (Almeria).

The third category was dedicated to solutions for three sustainable development goals (SDGs), such as poverty, gender inequality, and the environment. In this case, the award went to the aspiring projects of the teams 'Las astronautas' from Colegio La Asunción (Granada), with '**Acuaponía**,' and 'Climatológicas' from Plaza de la Cruz Secondary School (Pamplona), with their proposal '**Conciencia ambiental**.'

Bringing female talent to STEAM disciplines

The aim of RedeSTEAM is to spark interest in science and technology among female students in the 3rd and 4th years of secondary education or vocational training. The goal is to promote these disciplines in order to combat the gender gap. RedeSTEAM was created within the framework of the 'STEAM Alliance for Female Talent. Girls taking up science,' of the Ministry of Education, Vocational Training and Sports, to which the company is adhered. The purpose of this commitment is to contribute to the consolidation of an education and training system free of gender stereotypes and progress towards real and effective equality in a society with diverse and plural visions and abilities.

Find out more information about the winning projects: [\(link note on web\)](#).

About Redeia

Redeia is a global operator of essential and neutral infrastructure that ensures power supply and telecommunications. It is present in Spain and Latin America, and its activity is characterised by a continuous dedication to innovation and an unwavering commitment to sustainability. Its subsidiaries include Red Eléctrica, responsible for the electricity transmission and operation of the electrical system in Spain; satellite and dark fibre operators Hispasat and Reintel, respectively; Redinter, an international subsidiary in the field of electricity transmission; and the innovation platform Elewit.