

Initiative against the gender gap in science and technology

The 4th edition of Redesteam, a national contest, has launched, with new challenges for girls in 3rd and 4th year Compulsory Secondary Education (ESO)

- The registration period for the fourth edition of this contest, designed to stimulate interest among young women in careers in science and technology, is now open
- The projects entered must include at least two STEAM disciplines to address one of three challenges: Clean, affordable energy, Digital transformation for societal innovation, and Climate and ecosystems in balance
- As a new feature, this edition includes not only a jury prize but also a public voting prize for each challenge.

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Redeia has launched the fourth edition of the [Redesteam contest](#) with several new features to stimulate scientific and technological vocations among girls in 3rd and 4th year Secondary Education and equivalent Vocational Training. The mission is to put an end to the persistent gender gap in STEM careers (science, technology, engineering, and mathematics).

According to data from the First Observatory on Women and STEM, only 1% of Spanish girls in secondary education intend to pursue a degree in technology, and 5% aim for engineering, compared to the 30% who plan to pursue studies in health sciences.

'The labour market in the near future is going to need numerous technological and scientific profiles and women must not be excluded. They cannot be allowed to miss the countless professional opportunities offered by STEM, nor can the country afford to waste all the talent and vision they can contribute', said the Chairwoman of Redeia, Beatriz Corredor. She added: 'We need women who are prepared and equipped to tackle the significant challenges before us: advancing the ecological and digital transitions while bridging the inequality gaps that impede societal progress'.

The Redesteam contest seeks to make science, engineering, mathematics, and technologies more attractive to young women, **harnessing these disciplines to resolve societal and environmental challenges and incorporate arts and humanities.**

To take part, teams comprising no more than five female students must submit technological and scientific projects that will help make the world more sustainable, and which apply at least two STEAM disciplines.

This year, the challenges addressed by the projects have changed, and are now as follows:

- **Clean, affordable energy** challenge. This category is for projects that make affordable, efficient use of energy possible, helping communities or sectors with limited resources to reduce their dependence on polluting energy sources. The aim is to invite students to think about how to use natural resources like the sun, wind and even movement to create practical, easy-to-use solutions.
- The **Digital transformation for societal innovation challenge**. Projects in this category must use digital tools like sensors, mobile applications, and smart grids to streamline everyday tasks and improve the quality of life of people in their immediate surroundings, such as their home, schools and colleges or the municipal area. The solution designed and implemented must be innovative and accessible and help to simplify processes, save time, and enhance efficiency in routine activities.
- **Climate and ecosystems in balance** challenge. In this category, students can submit projects that address the challenges of climate change, identifying a specific issue that affects the climate, marine biodiversity and land ecosystems. These projects must combine technology and science to mitigate negative impacts such as habitat loss, deforestation, river and ocean pollution, and soil degradation. The solution should prioritise the conservation of natural resources and promote long-term sustainability.

This edition has yet another new feature. This time, **Redesteam will have two winners per challenge: one picked by the jury and the other by popular vote** (voting will be open from 1 to 11 September on the contest website).

Candidates can register on the website redesteam.es. The contest **rewards not only all winning students, but also their schools**. Their schools will receive equipment and materials for STEAM-based laboratories and classrooms worth 3,000 euros. The prizes will be handed out in Madrid during an event where the winners will participate in workshops and inspirational talks to strengthen their STEAM vocations.

RedeSTEAM is part of the 'STEAM Alliance for Female Talent. Girls on a scientific footing' by the Ministry of Education and Vocational Training, of which Redeia is a member. There have been three editions of the contest to date, in which **413 female students from 80 schools** all over Spain have taken part.