**Executive Summary of the TPM6 Forms**

Overall, partners confirmed that the S.T.E.P.S. project successfully achieved its objectives in terms of developing an open-source educational robot, pedagogical resources and a digital learning platform supporting robotics and STEM education.

Across all work packages, respondents highlighted the project's strong collaborative approach, the educational value of the FOSSBot robot, and the practical applicability of the developed resources. Most partners confirmed that they intend to continue using and disseminating the project's outputs after the end of the funding period.

The School Box, the Teacher Manual and the latest FOSSBot version were consistently identified as the project's most valuable results, while sustainability will mainly rely on continued dissemination through partner networks, future Erasmus+ projects, educational institutions and open-source communities.

The questionnaire also identified several additional dissemination activities beyond the project's formal events, demonstrating that the consortium actively promoted the project through conferences, publications, webinars, institutional events, social media, workshops and new European initiatives.

Overall satisfaction with the project and its outputs is very high across all partners.

**WP2 / Development and Validation of the FOSSBot Educational Robot**

WP2 is considered one of the project's strongest achievements, providing a robust technological foundation for the subsequent pedagogical and digital developments.

Partners unanimously agreed that WP2 successfully achieved its objectives by delivering an innovative, open-source educational robot specifically designed for STEM education. Compared with commercial educational robots, FOSSBot was consistently recognised for its affordability, openness, adaptability and educational flexibility, enabling educators to understand, modify and further develop both the hardware and software according to their pedagogical needs.

The consortium highlighted that participation in WP2 considerably increased partners' knowledge of educational robotics, robotics integration within STEM curricula and open-source development methodologies. The collaborative design process also enabled partners to exchange expertise across engineering, education and digital learning.

Most partners confirmed that they intend to continue reusing the robot after the project through university courses, teacher training activities, robotics workshops, STEM education initiatives and future Erasmus+ projects. Several partners also identified