Abstract
Presentation and agenda of the July 30th 2020 videoconference of the RoboSTEAM Erasmus+ Project (Ref. 2018-1-ES01-KA201-050939) [1-7].

Keywords
RoboSTEAM, Erasmus+, STEAM, Robots, Computational Thinking, EU

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Agenda
1. COVID19 Situation
2. Clarifications about pilots
3. Possible new Scenarios
4. Questions

Disclaimer
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References
[3] M. Á. Conde et al., "RoboSTEAM - A Challenge Based Learning Approach for integrating STEAM and develop Computational Thinking," in TEEM’19 Proceedings of the Seventh International Conference on Technological Ecosystems for Enhancing Multiculturality (Leon, Spain, October 16th-18th,

