

# M1 INTRODUCTION TO ENTREPRENEURSHIP

## ECO-SE E-TRAINING

ONLINE NON-FORMAL EDUCATION TRAINING FOR YOUTH WORKERS



Co-funded by  
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This module aims to introduce youth workers to the basic concepts of entrepreneurship, including the characteristics of successful entrepreneurs, the entrepreneurial mindset, and the process of starting and running a business. As a result, participants - youth workers will have the knowledge and digital tools to educate young people about the different types of entrepreneurships and the key skills needed to succeed.

<b>Name of the workshop</b>	<b>Entrepreneurship Fuel!</b>
<b>Objective of the workshop</b>	<ul style="list-style-type: none"> <li>• Introduce youth workers to the basic concepts of entrepreneurship, including the characteristics of successful entrepreneurs, the entrepreneurial mindset, and the process of starting and running a business.</li> <li>• Develop fundamental knowledge about entrepreneurship, develop skills and entrepreneurial spirit through activities</li> <li>• Provide a pleasant and engaging environment for learning and collaboration throughout the workshop program.</li> <li>• Encouraging out-of-the box thinking</li> </ul>
<b>Main activities of the workshop: Please explain the context and objectives of the activities you are planning and in which way they meet the objectives of the project.</b>	<p>Trainers welcome the participants to the course and introduce topic in a few sentences. Everybody also says something interesting about topic and their experience (5 minutes)</p> <p><u>Starting a business</u> - online game (15 minutes) Then the participants will play the game- Starting a business- to get acquainted with managing and starting eco-friendly business.</p> <p>Discussion – after the playing the game, participant will discuss about challenges for the young people that want to start a business and to make a list of steps that new entrepreneurs need to pass to be successful (15 minutes)</p> <p>To sum up the activities, moderator will make short presentation related to entrepreneurship with presentation of definition, types and modern business framework for young people with business ideas (20 minutes with Q&amp;A session).</p> <p>Virtual networking game - <u>Business dates</u> (15 minutes) the goal is to understand the process of developing business networks.</p>

	<p>Discussion – after the playing the game, participant will discuss about importance of networking for business and to make a list of people and event to attend that new entrepreneurs need to pass to be successful (15 minutes)</p> <p>Energizer - Memorable paper (10 minutes) Each participant will take a paper (they can choose a colour) and put the paper on their back. After, all participant needs to write something as a memory to everyone's paper in term of business idea or entrepreneurship (sentence, nickname, a message). This energizer will provide memories for all participants after the workshop.</p> <p>The last 10 minutes will be used to reflect on the Workshop, give feedback to the trainers.</p>
<b>Methods used</b>	<ul style="list-style-type: none"> <li>• Work in pair</li> <li>• Icebreaking activities</li> <li>• Group building</li> <li>• Getting to know activities</li> <li>• Interactive online-games,</li> <li>• Virtual challenges</li> </ul>
<b>Needed materials and setting requirements</b>	<p>Internet access Laptops Phones, Papers and pencils from recycled materials Markers Flip charts Sticky notes</p>
<b>Competences gained by this workshop</b>	<ul style="list-style-type: none"> <li>• Gained/improved understanding of social economy and eco-social entrepreneurship</li> <li>• Gained knowledge and digital tools to educate youth about different types of entrepreneurships and the key skills needed to succeed.</li> <li>• Advanced digital capabilities</li> <li>• Adaptability</li> <li>• Team Communication and Collaboration</li> <li>• Attitude of Engagement in the activities</li> <li>• Action-oriented approach, leadership skills</li> <li>• Enhanced youth work skills</li> </ul>
<p><a href="#">Download module and materials</a></p>	

## ADDITIONAL RESOURCES FROM THE BC4ESE PROJECT

### **O1: E-book “Eco-social entrepreneurship analysis: needs, obstacles and good practices”**

The e-book "Eco-social entrepreneurship analysis: needs, obstacles and good practices" aims to provide a comprehensive examination of the eco-social economy in Europe and the Western Balkans. The ultimate goal of this document is to inspire and support young people to start and develop eco-social enterprises by ensuring that they have access to the necessary resources and support at every stage of their entrepreneurial journey.

Link: <https://ecosocent.eu/eco-social-entrepreneurship-analysis-needs-obstacles-and-good-practices/>

### **O2: Educational production e-book “Gamified eco-entrepreneurship education”**

The e-book "Gamified eco-entrepreneurship education" explores the use of digital gamification and role model education methods in teaching entrepreneurship to young people across Europe and the Western Balkans. The publication aims to develop engaging, gamified digital educational resources that promote social and eco-entrepreneurship, ultimately encouraging more young people to start and grow eco-social enterprises.

Link: <https://ecosocent.eu/gamified-eco-entrepreneurship-education/>

### **O3: Interactive web platform “Eco-SE-E-lab”**

"Eco-SE-E-lab is an innovative and interactive online platform designed to empower young people in the field of eco-social entrepreneurship. The platform offers 18 gamified educational modules, each carefully designed to immerse users in the field of eco-social entrepreneurship through a mix of interactive games, virtual challenges and digital activities.

Link: <https://ecosocent.eu/o3-interactive-web-platform-eco-se-e-lab/>



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