

M2 INTRODUCTION TO ECO-SOCIAL ENTREPRENEURSHIP

ECO-SE E-TRAINING

ONLINE NON-FORMAL EDUCATION TRAINING FOR YOUTH WORKERS



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This session for youth workers explores the principles of eco-social entrepreneurship, focusing on businesses that aim to address social and environmental issues. As a result, youth workers will understand the eco-social concept in business and know how to introduce young people to businesses that are not only profitable, but also make a positive contribution to society and the environment.

Name of the workshop	Eco-social entrepreneurship
Objective of the workshop	<ul style="list-style-type: none"> ● To improve participants' knowledge of the basics of eco-social entrepreneurship ● To improve the understand of social and environmental issues ● To improve skills for eco-social entrepreneurship through practical cases ● To learn how to create an eco-social enterprise
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.	<p>Before starting, the trainer will conduct an icebreaker called the meme games. The trainer will ask the participants to upload a meme that sums up their feeling of the day. Duration: 5 minutes.</p> <p>The second part will focus on a presentation that the trainer will give on eco-social enterprises. The Power Point will consist of the basic knowledge of the concept and some practical examples of eco-social enterprises.</p> <p>The power point will be divided in the following areas:</p> <ul style="list-style-type: none"> - Definition of eco-social enterprises - Characteristics of eco-social enterprises - Brief history about eco-social enterprises - Practical cases of eco-social enterpreuneruship <p>After the presentation, participants will have a basic knowledge of eco-social enterprises and how to identify one. They will be able to recognize eco-social enterprises and distinguish them from traditional enterprises. Duration: 15 minutes</p> <p>After the presentation, participants are divided into groups in which they are provided with a traditional enterprise and an eco-social enterprise. They are asked to identify the similarities, differences and potentials of the two - based on the presentation and characteristics discussed. This will allow the participants to discuss in smaller groups and</p>

	<p>assess the learnings of the module, the trainer and a facilitator should rotate in the groups to provide guidance. Duration: 20 minutes</p> <p>The trainer will divide the participants into two groups and do the human chain game. Duration: 10 min.</p> <p>After the human chain, the trainer will explain the activitie, starting with the same participants into two groups and creating their own eco-social enterprise. The aim is to put into practice what they have learned in the previous workshop and through the presentation. During the creation of the enterprise, participants will design one person per group to present the idea. Duration: 30 minutes</p> <p>The session ends with an evaluation of the whole workshop by the participants. Duration: 10 minutes</p> <p>Through this workshop, the participants will gain a comprehensive knowledge of eco-social entrepreneurship, social and environmental issues and how to create their own business. They will improve their digital, organisational and communication skills.</p>
<p>Methods used</p>	<ul style="list-style-type: none"> • Icebreaker game • Kayoot! • Presentation on Power Point • Group discussion • Teamwork collaboration • Online digital tools
<p>Needed materials and setting requirements</p>	<p>Teamwork online game (BC4ESE platform) Presentation on Power Point Access to internet Computers Paper and Pencils</p>
<p>Competences gained by this workshop</p>	<ul style="list-style-type: none"> • Teamwork and collaboration skills • Critical thinking and self-reflection • Entrepreneurial skills • Communication skills • Brainstorming • Creative skills
<p>Download module and materials</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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