

OUR PARTNERS



CHALLEDU -inclusion|games|education (Greece), is an educational NGO that pioneers new models of learning, inclusion and engagement through game based methods



CIP (Cyprus), is an educational NGO that addresses the needs and demands of people through their involvement in social and civic life by simultaneously providing them innovative material and free trainings related with a variety of fields, such as social entrepreneurship.



KESO (Greece), Strives for a World without discrimination, where all families will be "rich" having not only materials but morals too, children - adults of tomorrow - to be "healthy" joyful.



Mediacreativa

MC2020 (Spain), a youth educational center with expertise in development of training material and implementation of workshops for entrepreneurship and employability of young people



WHAT IS
ENTREPRENEUSHIP?

"Entrepreneurship is an individual's ability to turn ideas into action. It includes creativity, innovation, risk taking, ability to plan and manage projects in order to achieve objectives."

EUROPEAN COMMISSION

"Play your role in
social Entrepreneurship"

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www.inspireyouth.eu



Erasmus+

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INNOVATIVE
SERIOUS
PLAY FOR
IDENTIFYING YOUR
ROLE IN SOCIAL
ENTREPRENEURSHIP

INSPIRE

PLAY YOUR ROLE IN SOCIAL ENTREPRENEURSHIP

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OUR PROJECT

The project 'INSPIRE' is aiming to inspire and empower young people between 18-24 engage with Social Entrepreneurship, create strong teams which will found their companies, through an innovative toolkit and a psychometric serious game that assesses and identifies their competences and personality characteristics while it presents them ways of overcoming challenges of the entrepreneurial world and opportunities according to SDGs.

OUR OBJECTIVES

- Promote entrepreneurship education and social entrepreneurship among young people
- Support young people to identify their skills and competences, in order to develop them more or acquire new ones to succeed in developing sustainable Social Enterprises
- Enhance acquisition of key skills in social entrepreneurship, SDGs, self-awareness, social media
- Create an innovative digital toolkit and serious game promoting open education and innovative practices in a digital era
- Strengthen youth trainers, career advisers and any relevant professionals skills, with the creation of an efficient toolkit, to enlarge project's impact

OUR OUTPUTS

- Methodological guide
- Learning training guide for career development and psychometric methods. It will involve guidelines relevant to social entrepreneurship for assessing personality characteristics and skills to create effective teams
- Learning training guide for viable Social Enterprises business models addressing challenges based on SDGs (Sustainable Development Goals) for effective use of Social Medias.
- Innovative psychometric Serious Game. The game will ask young people (age 18-24) to find solutions in challenges addressing SDGs, deal with everyday activities processes in a small social enterprise, in order to identify the role they could play in a team of a Social Enterprise.

OUR TARGET GROUPS

- Young men and women (age 18-24)
- Youth trainers, career advisers and psychologists
- Other relevant professionals like team-builders, HR managers, adult trainers, university professors, youth supporting groups, etc



"The strength of the team is each individual member. The strength of each member is the team."

PHIL JACKSON

