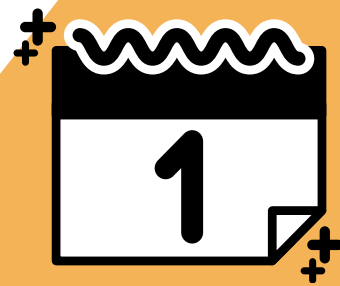


# INSPIRE

PLAY YOUR ROLE IN SOCIAL ENTREPRENEURSHIP



FEB'20 - MAR'21

SO FAR...

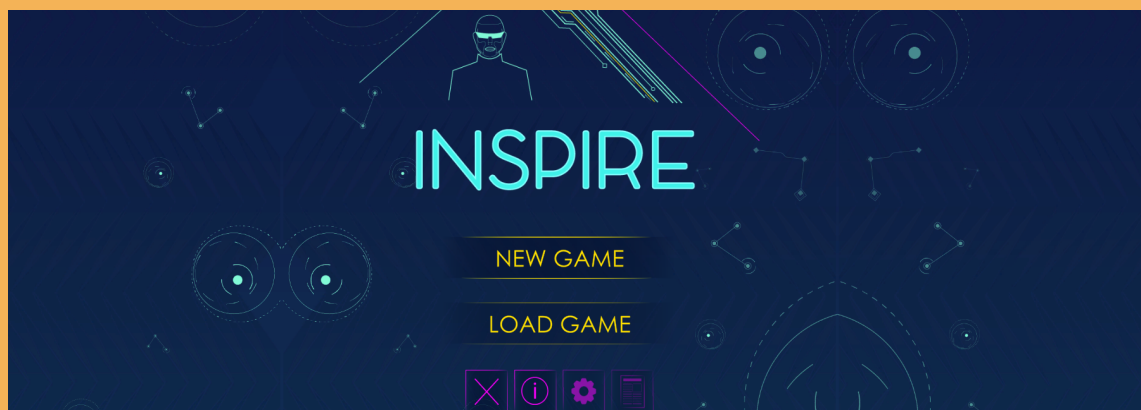
## THE THREE OUTPUT OF THE PROJECT ARE

- ✓ developed
- ✓ translated (english, greek, spanish languages)
- ✓ uploaded on the project's site  
<https://inspireyouth.eu/the-outputs/>

## FOUR LOCAL YOUTH WORKSHOPS ARE IMPLEMENTED



## THE SERIOUS GAME IS ON ITS WAY



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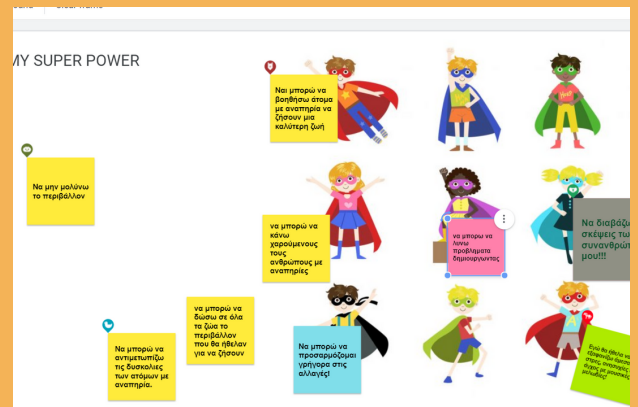


## LOCAL LEARNING TRAINING ACTIVITIES IN PARTNERS' COUNTRIES

During January, four local learning training activities were organized in Greece, Cyprus and Spain by the partners of the INSPIRE project. The local workshops were aiming in introducing INSPIRE project to young participants as well as inspiring and empowering them so as to engage with Social Entrepreneurship, create teams and found their companies. All workshops were undertaken online due to COVID-19 measures

### THE AGENDA included

- ✓ Activities & Discussion
  1. Icebreaking: My supper power
  2. Team-building: Drawing a logo
  3. Social Business canva
  4. Myers and Briggs psychometric test
- ✓ the presentation of the project progress and the tangible and intangible outcomes achieved so far



### PARTICIPANTS' FEEDBACK

32 youngsters, between 18 and 24 years old participated and expressed their satisfaction! They enjoyed the activities and the fact that they had the opportunity to communicate with people that they may never have known. In the end of the workshop asked for more similar workshops and enrolled in CHALLEDU newsletter in order to receive information about the project.

# READ OUR GUIDES



Visit the project website and enjoy reading <https://inspireyouth.eu/the-outputs/>

## COMING SOON



**1**

A serious game is developing by Challedu, for PC and Android

The game will be developed in two levels assessing the personality of young people, based on Holland & Belbin theory. A scenario with questions over a hypothetic mission exists. The game consists of sections; after specific intervals (sections with questions) a business tool will be presented and a tip on how to use it will be given. Tools proposed are: why-why tree, vision & mission board, social business model canvas, validation board, swot analysis, logical framework, elevator pitch, etc

**STAY TUNED...**

**2**

The 2nd Learning Training activity will be held on 14, 15, 16 June! Will it be live on Athens or online?

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