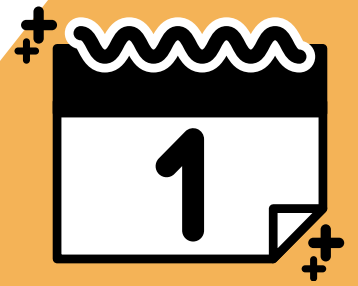


# INSPIRE

PLAY YOUR ROLE IN SOCIAL ENTREPRENEURSHIP



FEB'20 - MAR'21

It has been one year since our kick-off meeting in Athens. So far:

- 1** The first three outputs of the project (**O1: Methodological Guide for INSPIRE project**, **O2: Learning training guide for career development and psychometric methods**, **O3: Learning training guide for viable Social Enterprises business models addressing challenges based on SDGs**) have been developed, translated in the partners' languages (Greek, Spanish) and uploaded on the project's site.  
Enjoy reading on <https://inspireyouth.eu/the-outputs/>
- 2** The Learning Training Teaching activity "C1-Towards an INSPIRing Social Entrepreneurship Culture" has been organized. Even though the epidemic of COVID-19 and lock down in all partner's countries enforced us to implement the C1 virtually the results and the interest of the trainers participated were high.
- 3** The 4th output, a serious game is developing by Challedu, for PC and Android devices. The game will give the opportunity to young people-players to assess their personality in 2 levels, based on Holland & Belbin theory. The scenario starts with a hypothetic mission for resolving an environmental or social problem in a planet based on SDGs. During the game the players should define their strategy and actions by answering questions that define their decisions. The game consists of 9 levels. Each level is a step towards creating a Social enterprise: Analyze the problem, Create an innovative idea, Build the capacity of the team, Define the business strategy, Fundraising, Networking, Management of everyday activities, Dissemination of their impact, Evaluation and reporting. After each level it follows a mini game that introduce them a business tool as well as some tips on how to use it: why-why tree, swot analysis, vision & mission board, social business model canvas, logical framework, elevator pitch, persona canva, validation board, etc

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## LOCAL LEARNING TRAINING ACTIVITIES IN PARTNERS' COUNTRIES

During January, four local learning training activities have been 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:

The presentation of the Partners' profiles together with the project progress and the tangible and intangible outcomes achieved so far.

Youngsters participated in Activities tested during the Learning training activity C1 and gave mature feedback during discussion. Some activities applied were

1. Icebreaking: My supper power
2. Team-building: Drawing a logo
3. Social Business canva
4. Myers and Briggs psychometric test
5. Personal canva

In total, 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.

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