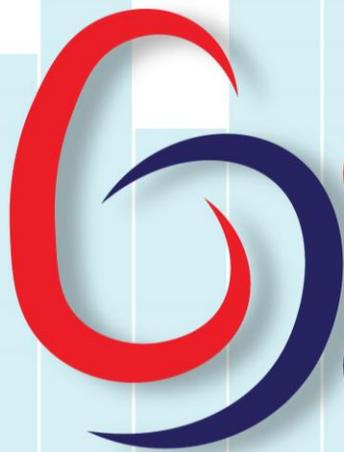


# NEWSLETTER NR. 1 - OCTOBER 2019



# GAME CHANGER

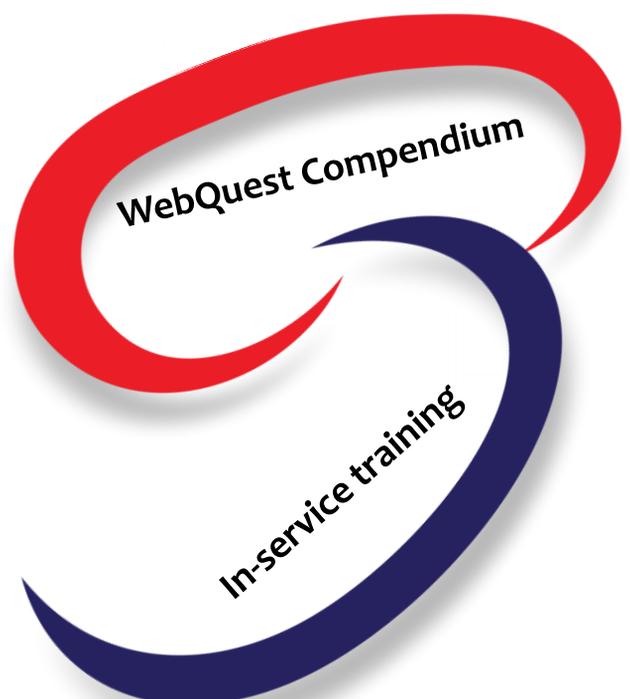
## Welcome to the first newsletter of the GAME CHANGER project!

GAME-CHANGER: Building Entrepreneurial Competences Through Challenge-Based Learning is a Key Action 2 project - Strategic Partnership project, Cooperation for Innovation and the Exchange of Good Practices - co-funded by the Erasmus+ programme. and aims to harness the pervasiveness of digital and social media environments to build entrepreneurial capacity throughout Europe. The project's consortium is comprised of 5 partners from 5 different countries: UK, Ireland, Cyprus, Germany and Poland. GAME-CHANGER runs from September 2019 until May 2021.

## GAME CHANGER Objectives

- **Support front-line youth workers** to develop new professional competences that enable them to harness the potential of online, challenge-based education to build the entrepreneurial attributes of learners.
- **Support young people** in the acquisition of entrepreneurial competences by developing a suite of WebQuests resources based on the Entrepreneurship Competence Framework. A WebQuest is a challenge-based educational resource that is built on an Internet research methodology that stimulates critical inquiry and creative thinking.

## GAME CHANGER Results



# GAME CHANGER Partnership



**Lancaster and Morecambe College**, United Kingdom

<https://www.lmc.ac.uk/>



**The Rural Hub CLG**, Ireland

<https://en.danilodolci.org/>



**INNOVADE LI LTD**, Cyprus

<https://www.innovade.eu/>



**Jugend- & Kulturprojekt e.V.**, Germany

<http://jkpev.de/>



**Osrodek Szkoleniowobadawczy Inneo**, Poland

<http://inneo.org.pl/>

## 1<sup>st</sup> Transnational Project Meeting in Ireland

On the 17th and of 18th of September 2019 the kick-off meeting of GAME-CHANGER project was held in Virginia, Ireland, coordinated by the Lancaster and Morecambe College and hosted by The Rural Hub.

Its purpose was to communicate the objective of the project, explain the roles and responsibilities of each partner and set the tone, style and vision for the entire project. The meeting started with the presentation of the partners and the current situation of youth entrepreneurship education in their countries. Partners discussed about the development of the project intellectual outputs, the dissemination and exploitation of project results, the main risks that could come up during project implementation and also about project quality assurance.



**Contact us!**



Co-funded by the  
**Erasmus+ Programme**  
of the European Union

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Project Reference:  
**2019-1-UK01-KA205-060429**