

NEWSLETTER NR. 3 – MAY 2021



Welcome to the 3rd newsletter of the GAME-CHANGER project!

What we have recently achieved!

WebQuest Compendium and In-service Training Programme are all set!

In the past couple of months, the GAME-CHANGER partners have completed a set of WebQuests as an innovative and engaging learning experience helping users to enhance their critical inquiry and creative thinking skills. The final IO1-WebQuest Compendium of Entrepreneurship was peer reviewed and comprises 30 individual WebQuests covering three competence areas: Ideas & Opportunities, Into Action and Resources. They can now be accessed via our project's website: <https://gamechanger-project.eu/en/webquest-categories/>



In addition, the GAME-CHANGER partners have also developed the IO2-In-service Training Programme and Learner Manual. The first part of this programme introduces the WebQuest resourced developed to support the acquisition of key entrepreneurial skills, while the second part contains all the required learning content. This training programme is available for download as well as in a Flipping Book format and can be found here: <https://gamechanger-project.eu/en/training-programme/>

Coming up: Pilot Trainings for Youth Workers!

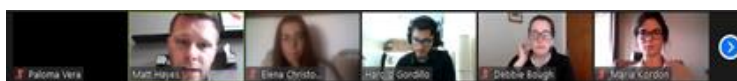
Upon completion of the In-service Training Programme and Learner Manual, the time has finally come to implement pilot trainings for one of our target groups: front-line youth workers! They are the main intermediaries helping to build the entrepreneurial attributes of learners. Pilot trainings will soon be held in all partner countries with five youth workers each.

Virtual Training Event in April 2021

With the Corona virus pandemic still raging and travel restrictions still in place, it was decided to move the C1 Training Event into the digital space. It was held on April 27th 2021 via Zoom where participants were trained on both intellectual outputs developed throughout the project.

After the responsible partners had provided an introduction to both the IO1 WebQuest Compendium as well as the IO2- In-service Training Programme and Learner Manual, the training was complemented by some practical activities, thus creating an interactive learning experience for all participants. The desired learning objectives were fully achieved enabling participants to progress into the piloting phase in close collaboration with their partner organizations.

Although this training event had to be held online, we have high hopes that the pandemic situation will significantly improve within the next weeks so that the upcoming pilot trainings as well as multiplier events can take place face-to-face again!



Contact us!



GAME-CHANGER Partnership



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