

3rd Newsletter

Fostering green social innovation and social entrepreneurship
in school education



INITIATION project

Preparing for the Piloting Phase

As the project eagerly approaches the piloting phase of our educational materials, we are thrilled to recognize the immense potential impact and social benefits that the INITIATION project will bring. Our dedicated team has been working tirelessly to refine the modules and craft the Teachers' Handbook and the Educational Modules ensuring that they meet the highest standards of quality and effectiveness. These materials are more than just tools for education; they are vehicles for social change, equipping high school students with essential skills in social entrepreneurship and social innovation.

Teachers as Change Agents

The Teachers' Handbook, a cornerstone of the project, empowers educators to become change agents in their classrooms. Through its comprehensive guidance, teachers are equipped to deliver the INITIATION curriculum effectively. This, in turn, enables them to nurture a new generation of socially conscious and innovative thinkers. The impact of these teachers extends beyond the classroom, as they inspire students to become active participants in building a better society.

Platform Launch and Widespread Access

We are committed to ensuring that the INITIATION project reaches as many people as possible, and we are excited to announce the launch of our platform. This platform hosts educational materials, providing educators, students, and the wider community with easy access. With a focus on enhancing the educational experience, two of the most exciting aspects of our project are the development of interactive mini-games and the virtual social enterprise (VSE),

The virtual social enterprise (VSE), an integral part of the project, is set to inspire budding entrepreneurs and social innovators.

The interactive mini-games will spark curiosity and creativity in students in all EU countries, encouraging them to explore the world of social entrepreneurship. You can explore these resources and learn more about the project at <http://elearning.initiation-project.eu/>.

Get a glimpse of how Mini games and the developed material can empower learners, on Page 2, and on our Social Media!

Latest Activity: Complete Registration | CTT wrote a new post

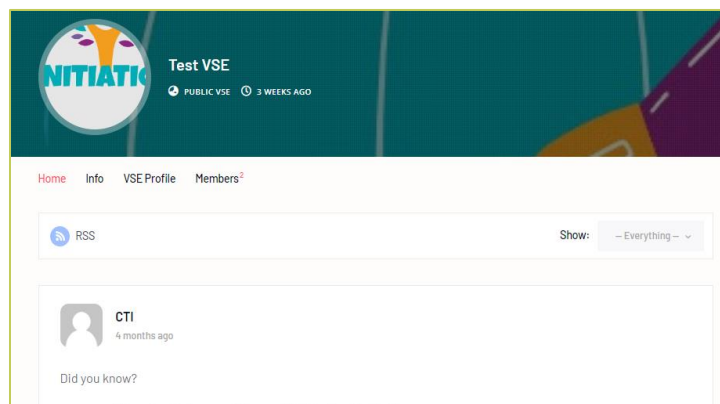
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Join our community of school social entrepreneurship!

Welcome to our community, a digital world bringing together school virtual social enterprises together with the real world! Here you will learn about social entrepreneurship and work with your friends to solve real problems in your community!

Empowering through Mini Games and Curriculum Development

One of the most exciting aspects of the project is the development of interactive mini-games that promise to make learning engaging and memorable. These games will not only enrich the educational experience but also foster critical thinking, problem-solving, and teamwork among students. The meticulously designed curriculum aligns seamlessly with the gamified approach, ensuring that students gain practical knowledge they can apply to real-world challenges. The potential for social benefits here is immense, as students learn to think creatively and develop solutions to address societal issues.



Social Impact and Benefits

The INITIATION project goes beyond conventional education. It fosters a sense of social responsibility, entrepreneurship, and innovation in young minds. By equipping students with these skills, we are sowing the seeds for a future where individuals actively engage in addressing societal challenges. This will ultimately lead to the creation of innovative social enterprises and solutions, benefiting communities and society as a whole.

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