



Making Learning Fun and Ecological

We came to an end

The project Making Learning Fun and Ecological has come to an end.

Within the project, educational materials and game, with focus on social entrepreneurship are prepared. To promote the educational materials, board game and the project itself, partners organized multiplier events.

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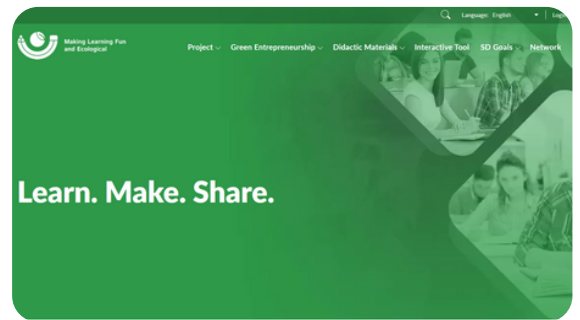


Moments from multiplier events



About the educational tool

Project partners prepared interactive learning materials that are free accessible in four languages on web platform <https://green-entrepreneur.net/> and social media <https://www.facebook.com/MLFEprojecterasmus>



As a part of an innovative online platform the educational tool was established. The main purpose is to motivate young people to think and be in the role of social entrepreneurs, to encourage creativity, to develop research and analytical skills, to acquire competencies for defining a problem and an idea, and to understand the necessary stages for the realization of a social enterprise.

The participants of the tool pass the process through self-learning. That is, it contains instructions, useful and research resources, but the participant individually fills in the necessary documents for successful implementation.

With the educational tool we would like to walk you through your social enterprise. That is, the steps needed to fulfil your dream and reach the final destination – the right "door". The tool is divided into several stages. In each field, you have an introduction to the activity or exercise you need to do. At the end of one phase, a "door" appears.

The door is synonymous, the opening of a new opportunity and the search for the ultimate goal, entering your enterprise.

The phases of the tool:

- Phase I- Let's start with your reflection and analysis
- Phase II - Introduction to the social and green entrepreneurship
- Phase III- Policies and trends for social entrepreneurship
- Phase IV- Define the mission and make market analysis
- Phase V- Get a information about "Eco Design" and " Sustainable development and sustainable communities"
- Phase VI - How to define your idea better
- Phase VII - Research the impact of your idea
- Phase VIII- Get a information about "Social innovation" and "Resource Efficient and Cleaner Production"
- Phase IX- Addressing business and personal environmental protection habits
- Phase X - Get a information about Sustainable development in business
- Phase XI – Prototyping
- Phase XII - Brand and "green image" creation of enterprise
- Phase XIII – Pitching
- Phase IX- Final stage



The timeframe of the project ends, but all prepared educational materials will be available for interested parties, and in that way we are keeping the sustainability