



Young people will be stimulated to think, discuss and work on solutions/improvements to environmental issues and difficulties in society.



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Making Learning Fun and Ecological
Innovative project



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



Objective of the project:

A principal objective of the project is to promote entrepreneurship and creative learning and social entrepreneurship among young people by way of providing the material that has been shown in our experience to enable young people to think through the issues and challenges of their day-to-day.

Leading them to discuss and work together in such a way that they become more active in their local community with social entrepreneurship, and also contextualize and think of such issues in a transnational manner.

The youth will learn about social entrepreneurship, while becoming further aware of ecological and climate matters, and learning valuable job market skills.



Target groups:

The project will target young people between the ages of 15 to 29 living in the European Union (including the different age groups, 15-19, 20-24 and 25-29, and also socioeconomically marginalised youths), as well as teachers/educators, youth workers and volunteers working with youths looking for materials to work with them.

New learning method

This project will promote and introduce new learning and teaching methods on the topic of social entrepreneurship in a platform that is freely available to teachers/educators, volunteers, students and anyone else interested.

An innovative online platform

- 1 board game (oriented towards target group, but also appropriate for other ages);
- exercises (exercises both individual and group for use by the youth, in different contexts);
- after-school activities (group and individual activities for students to carry out in after-school spaces administered by schools or other organisations);
- lesson plans (complete lesson plans for use by educators with students).

ACTIVITIES:



Workshops:

will be carried out with the materials under development, to the benefit of hundreds of youths and some dozens of educators.

Multiplier events:

Will distribute physical copies of the produced materials while simultaneously broadcast the incoming online platform. The launch event will aim to broadcast the successful launch of the online platform to a select audience, to result in its further dissemination.