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Practice into Policy: Entrepreneurial Learning!
11 May 2017

Collated Project Summaries

PiPEnt Call for Innovative Projects in Entrepreneurial Learning 2017
# PRACTICE INTO POLICY LIVE! ENTREPRENEURIAL LEARNING
11 MAY 2017

<table>
<thead>
<tr>
<th>PAGE</th>
<th>PROJECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>EcoSystemApp</td>
</tr>
<tr>
<td>3</td>
<td>EntreAssess - Practical Entrepreneurial Assessment Tool for Europe</td>
</tr>
<tr>
<td>4</td>
<td>Making Changes for Careers</td>
</tr>
<tr>
<td>5</td>
<td>Balkan Women Coalition</td>
</tr>
<tr>
<td>6</td>
<td>SEECEL - Developing the entrepreneurial society in Western Balkans and Turkey</td>
</tr>
<tr>
<td>7</td>
<td>I-Linc</td>
</tr>
<tr>
<td>8</td>
<td>Regional Strategy for Initiative and Entrepreneurship - Hauts de France</td>
</tr>
<tr>
<td>9</td>
<td>Social Enterprising Europe</td>
</tr>
<tr>
<td>10</td>
<td>CREA Summer Academy</td>
</tr>
<tr>
<td>11</td>
<td>INSPIREYOWUP</td>
</tr>
<tr>
<td>12</td>
<td>ENVISION - Empowering SME business model Innovation</td>
</tr>
<tr>
<td>13</td>
<td>LIFE SKILLS - Learning Innovation through Foreign Languages and Entrepreneurship Skills</td>
</tr>
<tr>
<td>14</td>
<td>COMPETENDO</td>
</tr>
<tr>
<td>15</td>
<td>GROW GREEN</td>
</tr>
<tr>
<td>16</td>
<td>YEDAC - Young Entrepreneurship Developing in Action</td>
</tr>
<tr>
<td>17</td>
<td>The Entrepreneurial Laboratory for teacher training</td>
</tr>
<tr>
<td>18</td>
<td>FEFE – Financial Education for Future Entrepreneurs</td>
</tr>
<tr>
<td>19</td>
<td>PXL-UHasselt StudentStartUP</td>
</tr>
<tr>
<td>20</td>
<td>Entrepreneurial ecosystems in 9 Flemish student cities</td>
</tr>
<tr>
<td>21</td>
<td>TURBO Bruges</td>
</tr>
<tr>
<td>22</td>
<td>Gentrepreneur</td>
</tr>
<tr>
<td>23</td>
<td>TakeOffAntwerp Alliance</td>
</tr>
<tr>
<td>24</td>
<td>THRIVE! Entrepreneurial skills as solid base for a future in the Creative Industry</td>
</tr>
<tr>
<td>25</td>
<td>ACE - Developing Adult Educator Competences to Promote Life Style Entrepreneurship</td>
</tr>
<tr>
<td>26</td>
<td>EntrInno - Online Game for Entrepreneurship and Innovation</td>
</tr>
<tr>
<td>27</td>
<td>Youth Start Entrepreneurial Challenges</td>
</tr>
<tr>
<td>28</td>
<td>SYNERGY - Harnessing the learning assets of the SME community</td>
</tr>
<tr>
<td>29</td>
<td>The future in our &quot;hands&quot;: Creating European Entrepreneurs</td>
</tr>
<tr>
<td>30</td>
<td>INCUVET - VET Schools as Entrepreneurial Hubs</td>
</tr>
<tr>
<td>31</td>
<td>ECONewFARMERS</td>
</tr>
<tr>
<td>32</td>
<td>Entrepreneurship Education for children from 3 to 12 years old: Dreaming and Doing</td>
</tr>
<tr>
<td>33</td>
<td>Graduate Entrepreneurship Project - Yorkshire</td>
</tr>
</tbody>
</table>
EcoSystemApp

Website
www.ecosystemapp.net
Led by
University of Wales Trinity Saint David, UK
Funding
Erasmus+ Strategic Partnership
Social media
@ECO_SystemApp
www.facebook.com/ecosystemapp2015

ECO-SystemApp is a multi-sector project which is developing support for entrepreneurship education ecosystems. Engaging teachers, trainers and educators from all educational levels, businesses, public authorities and Civil Society organisations (associations, foundations, youth organisations), the overall objective is to foster an entrepreneurial environment that will boost the ecosystems knowledge based on entrepreneurial learning and experience. They are doing this by:

- Developing online training for entrepreneurship educators – mapped to EntreComp (European Reference framework for the entrepreneurship competence)
- Sharing the latest good practice methodologies, tools and resources
- Creating an assessment tool for the validation of learning outcomes linked to entrepreneurship education – aligned to EntreComp
- Strengthening multi-stakeholder cooperation through active promotion of peer-to-peer learning

MAIN THEMES
Involving stakeholders in education
Business-Education links
Social entrepreneurship
Employability
Educator development
Learning Outcomes
Assessment
Recognition and validation

GEOGRAPHIC AREA
Europe

PRIMARY AUDIENCE/S
Education leaders
Educators
Policy makers
Community stakeholders
Business stakeholders

OUTPUTS
Online teacher training
Good practices
Assessment tool
Local entrepreneurial learning ecosystems
The purpose of the project is to provide a progression model for assessment in entrepreneurship education built on existing knowledge and experience and suggesting potential applications. This project will present an overview of innovative and adaptable assessment tools, including digital tools, for different school levels aimed at enhancing innovation and resourcefulness of all students from the lowest to the highest end of the academic spectrum. It will build on the collaboration of leading specialists in EE, their experiences and research learning from each other and harvesting the latest relevant European reports in the area. The outputs from the project will be:

- Learning Centre: a website disclosing the outcome of the project
- User experiences: Baseline report on current teacher perceptions on the assessment of entrepreneurial learning outcomes.
- The Progression Model for assessment in EE including Framework for learning outcomes built on a comparison of national curricula and existing European frameworks (e.g. EntreComp)
- Selection of innovative assessment tools and approaches
- Good practice examples of real implementation at schools

**MAIN THEMES**
- Educator development
- Learning Outcomes
- Assessment
- Recognition and validation

**GEOGRAPHIC AREA**
- Europe

**PRIMARY AUDIENCE/S**
- Learners / students
- Education leaders
- Educators
- Policy makers
- Community stakeholders
- Business stakeholders

**OUTPUTS**
- Progression Model for Assessment
- Good practices
- Country Guides
The MC4C programme works with young people aged 16-29 years who are NEETs – not in education, employment or training. It focuses on ‘The Big13’ Enterprise Skills (see http://www.mc4c.co.uk/the-big-13/). Through our programme, we are able to inspire the next generation of young entrepreneurs, helping them to develop their transferable skills, as documented in a personal enterprise skills passport. We believe our delivery is both engaging and challenging as we link skills learned in training to practical application within ‘Project Blyth’. Through this our young people design, build and race a single seat electric car, encouraging them to build on their knowledge in key STEM areas alongside their enterprising skills. Participants work alongside ambassadors from local employers, who offer various workplace inspiration and support, providing fun, exciting and meaningful collaborations. Developing an explicit understanding of the ‘Big 13’ skills will help to develop their confidence and communication, challenge them, and encourage them to have aspirations, potentially leading them to becoming a more enterprising person.

**PRIMARY AUDIENCE/S**
- Learners / students
- Young people not in education or employment

**OUTPUTS**
- Experiential business training
- One to one support
- Funding

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**MAIN THEMES**
- Involving stakeholders in education
- Employability
- Business start-up
- Social entrepreneurship

**GEOGRAPHIC AREA**
- Local - Hull
Balkan Women Coalition for Professional Qualification and Training in the field of Business and Economic science

Website
www.balkancoalition.com
www.elearning.balkancoalition.com

Led by
Greek Association of Women Entrepreneurs

Funding
Lifelong Learning Programme

Social media
www.facebook.com/BalkanWomenCoalitionBWCo

The project was developed from partner organizations from Greece, Romania, Croatia, FYROM, Serbia, Albania, Bulgaria and Turkey. Female unemployment represents on average about half the total unemployment in these area, with great disparities at regional level, reflecting strongly the varying degree of integration of women into the labour market. The main aims are to:

- to establish a Balkan Coalition for women entrepreneurship education;
- to increase the level of knowledge and skills of new and aspiring women entrepreneurs;
- to help and support women who want to develop their skills and qualifications through training and placements;
- to exchange experiences and good practices for quality management in VET organizations;
- to promote social disadvantaged groups - the elderly or persons with no qualifications;
- to identify current, emerging and future needs and to specify aspects where European Cooperation would be particularly beneficial;
- to provide on-the-job-training for new women entrepreneurs and men who participate in business with women in small and medium-sized enterprises (SMEs) to facilitate a successful start-up and development of their business ideas.

**MAIN THEMES**
Social inclusion
Digital competence development
Gender equality
Employability
Labour market relevance of learning
Business start-up
Social entrepreneurship

**GEOGRAPHIC AREA**
Europe

**PRIMARY AUDIENCE/S**
Learners / students
Policy makers
Community stakeholders
Business stakeholders

**OUTPUTS**
Balkan Coalition
E-Learning Programme
Mentoring
Workshops/Seminars
This large-scale project was implemented in the eight SEECEL Member States - Albania, Bosnia and Herzegovina, Croatia, Kosovo, the former Yugoslav Republic of Macedonia, Montenegro, Serbia and Turkey from 2009 until 2016. The project focuses on integrating entrepreneurial learning in the SEECEL Member States education systems through curriculum development, teacher training and development of learning outcomes; designing a system for detecting training needs of small enterprises and a first set of criteria for quality assurance for training providers; piloting a peer learning methodology within the frame of the Small Business Act (SBA) for Europe assessment; and creating and promoting the SEECEL’s knowledge sharing platform (Community of Practice). The integration of entrepreneurial learning in education system encompassed 78 pilot institutions (ISCED 1, ISCED 2, ISCED 3 & ISCED 5/6) and 6 national teacher training authorities. Three in-service teacher training modules have been implemented by the six national teacher training authorities in cooperation with chambers, entrepreneurs and higher education institutions. A total of 1,890 teachers have benefited from the in-service teacher trainings provided by the national teacher training authorities. In ISCED 5, a range of activities included guest lectures by entrepreneurs, study visits to SMEs, entrepreneurship workshops and inclusion of entrepreneurship into curricula.
I-LINC is a multi-stakeholder platform for digital skills for the employability and entrepreneurship of young people. The project aim is to bring together different stakeholders on finding solution to boost the digital skills and entrepreneurial skills of young people (14-18 years old). Regarding entrepreneurship, I-LINC collects learning opportunities and best practices of entrepreneurial education. A MOOC for teachers on entrepreneurial learning ran in February-March 2017. The competences have been mapped onto EntreComp, the European competence reference framework. Education-community links are developed through local projects, and are highlighted in the Best Practices.


Regional Strategy for Initiative and Entrepreneurship - Hauts de France

Website
www.lasuitedanslesidees.fr

Led by
Hauts de France regional council

Funding
European Structural and Investment Funding

Social media
@lasuiteNPDC

Since 2010, the Hauts-de-France region and all its stakeholders have been collectively committed in an ambitious strategy to develop entrepreneurship and initiative with all citizens. The objective is to develop a strong entrepreneurial culture to convince people of the positive aspects of entrepreneurship and encourage them to commit to all kind of initiatives. Involving all levels of education from primary to higher education as well as non-formal and adult learning, Hauts-de-France Regional Council works with stakeholders to develop entrepreneurship actions which combines different targets audiences. This includes early stage entrepreneurship awareness raising with young people (via learning by doing activities), coaching, training, entrepreneurial skills evaluation, providing start-up facilities, general promotion and the coordination of all stakeholders involved in this topic. In 2016, 53000 people were reached including 15000 pupils and 38000 students. Schools and universities are now very involved in spreading entrepreneurial awareness, while the National Education Board and higher education have built a skills evaluation data base. Every year, the number of start-up from students is now increasing (300 in 2016).
Social Enterprising Europe

Website
www.socialbiz.eu
Led by
CVO Antwerpen, Belgium
Funding
Lifelong Learning Programme
Social media
Facebook
www.facebook.com/SocialEnterprisingEurope

The SEE Program moves from the understanding of the potential high impact that Social Entrepreneurship can have for the current hard times that all Europe is experiencing. Social Entrepreneurship means at the same time tackling social issues such as poverty, unemployment, ageing, education, health, etc., with organizations that strive to maximize their social impact rather than their revenues. This kind of organizations has the potential to be a significant part of the answer to the current economic crisis.

The SEE Program is an education program providing in high quality education materials for prospective and already active social entrepreneurs. To achieve this, a bottom-up approach was taken, moving from the analysis of social enterprises, interviews to entrepreneurs, and currently existing programs. SEE Programme resources for learners and trainers are freely available on the http://learn.socialbiz.eu platform. The platform contains all handbooks in multiple languages, and a wealth of classroom and learning resources.

**MAIN THEMES**
- Social inclusion
- Business start-up
- Business-Education links
- Social innovation
- Social entrepreneurship

**OUTPUTS**
- SEE modular learning programme
- E-learning via digital platform
- Website

**GEOGRAPHIC AREA**
Europe

**PRIMARY AUDIENCE/S**
- Learners / students
- Education leaders
- Teachers
- Community stakeholders
- Business stakeholders
CREA Summer Academy

Website
www.creasummeracademy.eu
Led by
Politecnico Di Milano - Design Department, Italy
Funding
Horizon2020
Social media
www.facebook.com/creasummeracademy

CREA is a European Network of Summer Academies with the aim to strengthen entrepreneurship in innovative sectors by using ICT and Creativity as levers. The project creates international student start-up teams, developing their potential from idea to market through a network of summer academies. The 4 drivers of the CREA value proposition are:

1. individual and teams + local and international. CREA Summer Academies present a good balance among local impact and international point of view (experts exchange, multicultural approach to participants, international events etc.)
2. three pillars: creativity (design, arts, culture etc), Information and Communication Technology and entrepreneurship (entrepreneurial attitude, skills and methods)
3. a learning experience: CREA chose to stress practice approach but with a good balance among knowledge transfer (lectures, best practice cases, keynotes etc.) and skill building.
4. a bridge between idea generation and business modeling: CREA wants to balance design approach to the business idea development and the business model. CREA Summer Academies have a strategic position on the early stage of business development (the nascent stage)

The project has reached over 400000 students, while thirteen academies have directly developed 27 student teams involving 300 students from 100 different universities.

MAIN THEMES
Active citizenship
Social inclusion
Involving stakeholders in education
Business start-up
Social innovation
Social entrepreneurship

GEOGRAPHIC AREA
Europe

PRIMARY AUDIENCE/S
Learners / students
Teachers
Business stakeholders

OUTPUTS
International summer academy model
Network of partnerships between Universities, Incubators, Regional Development Agencies and Business Support Initiatives across Europe
INSPIREYOWUp’s aim is to inspire and empower YOU to set up, run and grow your company and increase your employability. INSPIREYOWUp was a two year project running until 2015, and developed an innovative training package on entrepreneurship skills targeting unemployed and inactive young people and women. This was tested, evaluated and quality certified by the Target Groups; it was initially delivered via direct training, and now is available and used online. The on-line training package includes 3 modules: (1) Opportunity recognition, (2) Financial management and investment readiness and (3) mentoring. In the framework of the program and in collaboration with Venture Academy Ireland, participants were supported to develop a pitch. A live competition was organised on Cyprus in October 2014, and the best pitchers are today successful entrepreneurs e.g. www.funifi.com.

**MAIN THEMES**
- Digitally enabled learning
- Digital competence development
- Gender equality
- Employability
- Labour market relevance of learning
- Business start-up
- Education-Community links
- Social entrepreneurship
- Learning outcomes
- Assessment

**GEOGRAPHIC AREA**
- Europe

**PRIMARY AUDIENCE/S**
- Unemployed
- Not in education, employment or training
- Young women

**OUTPUTS**
- InspireYowUp on-line training material
One of the project’s concrete objectives is to increase awareness of business model innovation and reach out to at least 15% of European SMEs (that is a whopping 3 million SMEs) while ensuring that the most prominent companies for new job creation are involved. There is a lot of talk about business model innovation in small businesses. Our aim is to find out how significant the impact is for the European economy. One of the most important aims of the project is that we’ll build and make easy-to-use tools available for small companies looking for improving their business.

Businessmakeover.eu powered by ENVISION opened its doors in October 2015 and hit the ground running by partnering with 15 active players in the SME community with access to approximately 15 million small businesses across Europe. This is all thanks to the participation and cooperation of UEAPME European Association of Craft, Small and Medium-sized Enterprises which is a vast association with 80 member organizations and reaching 12 million SME members in the EU. Through the collaboration of its partners, businessmakeover.eu aims to reach out to small to medium enterprises (SMEs) across Europe in effort to raise awareness and ignite business model innovation across the European Union.
The LIFESKILLS project is aimed at promoting mobility of young people, learning new skills through entrepreneurship projects. It is during the process of ideation, planning, launching, and evaluation of projects that the learning of the involved pupils takes place. To ensure a connection to the school’s curricula, the entrepreneurship projects are carried out with a foreign language as the main tool. The pupils work with the aims and content in their language classes while at the same time learning about the core skills of LIFE SKILLS. A project model and tools to assist them in the process are also presented in a theoretical guide and project toolbox.

The skills are:
- Learning Innovation through Foreign Languages and Entrepreneurship Skills
- Ability for an individual to develop his or her specific strengths
- Open mindedness – thinking out of the box
- The ability to break the norm
- To achieve success in spite of social background
- Self confidence and entrepreneurship
How to inspire personal, professional and societal development? How to unleash initiative and making steps towards social and entrepreneurial action? The project aim is to enhance quality and add inspiration and authenticity in training by focusing on key competency centered education, by developing a collection of well-tried innovative approaches and methods by trainers for trainers, teachers and facilitators. The toolbox builds a bridge between theoretical dimension (competency concept and validation frameworks), societal impact (socio-political dimension) and the concrete working fields of actors in formal and non-formal education (field dimension). It makes concrete methodology accessible, helps during planning trainings and empowerment programs and targets facilitators, teachers, group leaders. The first three handbooks are already printed and online available:

1. *Steps toward action: Empowerment for self-responsible initiative.* Help your learners to discover their vision and to turn it into concrete civic engagement.

**MAIN THEMES**
- Active citizenship
- Social inclusion
- Involving stakeholders in education
- Validation and recognition

**GEOGRAPHIC AREA**
- Europe

**PRIMARY AUDIENCE/S**
- Learners / students
- Education leaders
- Educators

**OUTPUTS**
- Handbooks for Facilitators
- Online library
- Apps and Tools
Grow Green is a new project that began in March 2017, to address the lack of interest from young people to join the agricultural sector. It will set up a package of a ‘web platform’ and educational videos. These are intended to:

- inform young people on both the agricultural market trends and the business environment of agriculture
- Improve young people’s knowledge and skills to strengthen their agro-business profile
- Develop good practices, and particularly educational methods on agricultural fields, thus seeking to motivate youngsters to be involved with the agricultural sector
- Assist young people already involved in the sector to develop and implement innovative practices in the agricultural sector
- create potential partnerships and future collaborations, through which new initiatives between experienced farmers and newcomers will arise

<table>
<thead>
<tr>
<th><strong>MAIN THEMES</strong></th>
<th><strong>PRIMARY AUDIENCE/S</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Early school leaving</td>
<td>Learners / students</td>
</tr>
<tr>
<td>Active citizenship</td>
<td>Young people not in education, employment or training</td>
</tr>
<tr>
<td>Social inclusion</td>
<td>Education leaders</td>
</tr>
<tr>
<td>Digital enabled learning</td>
<td>Policy makers</td>
</tr>
<tr>
<td>Digital competence development</td>
<td>Business stakeholders</td>
</tr>
<tr>
<td>Employability</td>
<td><strong>OUTPUTS (planned)</strong></td>
</tr>
<tr>
<td>Business start-up</td>
<td>Online platform with resources</td>
</tr>
<tr>
<td>Social entrepreneurship</td>
<td>Videos with farmers</td>
</tr>
</tbody>
</table>

**GEOGRAPHIC AREA**
Europe
The YEDAC project developed a learning model and didactical framework on entrepreneurship education in the secondary school level focusing on active participation of students. The YEDAC didactical model was tested with the YEDAC learning toolbox in six different EU countries. The project method was about learning in an ongoing process although the student completed a specific project during the pilot test. There was much on how to understand and active use entrepreneurial skills rather teachers facilitating the learning process from A-Z. The teacher took the role of a coach. The student had to be more engaged and take more responsibility for their own learning outcome. This also addresses issues as labour market competences and active citizenship, since the learning can be used in different context - not only to build your own company. The learning outcome is expected to be greater when there is focus on the learning process rather than the result of a product and service. The project developed ten recommendations to the school, regional, national and European level. The ten recommendations are described here: http://yedac.eu/policy-recommendations.aspx
The Entrepreneurial Laboratory for teacher training. A capability approach for entrepreneurship education in vocational education

Website  
http://www.univirtual.it/drupal/en/EntreLabEN

Hosted by  
University of Helsinki, Finland

Funding  
Marie Curie Intra-European Fellowships

The aim of this project is to create a model for continuous teacher training on entrepreneurship education according to a capability approach, and to provide guidelines and best practice on the pedagogies conducive to entrepreneurship education in vocational education. The Entrepreneurial Laboratory will be composed of workshops with vocational education teachers and various stakeholders to discuss how to implement entrepreneurship education in the specific vocational setting chosen for the research. The focus will be on the pedagogies that teachers will establish to encourage, facilitate and support their students being entrepreneurial in and outside the school environment. The aim is not only to connect school with industry, but implement the didactics in line with a capability approach to be mobilized inside and outside the school environment. These may include the encouragement of the students’ personal initiative and autonomy, the ability to make choices, and the possibility for students to participate in decisions about their curriculum. This is a one year field research project involving entailing teacher-focused Change Laboratory workshop for innovation and change of practices.

MAIN THEMES
- Active citizenship
- Involving stakeholders in education
- Employability
- Labour market relevance of learning
- Social innovation
- Educator development
- Curriculum Development
- Learning outcomes
- Assessment
- Validation and recognition

GEOGRAPHIC AREA
- Europe

PRIMARY AUDIENCE/S
- Education leaders
- Educators
- Community stakeholders

OUTPUTS
- Handbooks for Facilitators
- Online library
- Apps and Tools
FEFE – Financial Education for Future Entrepreneurs

Website
www.fefeproject.eu
Led by
Aston University, UK
Funding
Erasmus+
Social media
www.facebook.com/FEFEProjectEU

FEFE is a cross-sectoral co-operation which will develop the financial literacy and entrepreneurial mind-sets of learners across VET and Higher Education (HE) contexts. The central feature of the project is the development and implementation of a digital ‘serious game’ (a game the primary purpose of which is learning/training) which will be freely available as an Online Education Resource (OER) accessible via mobile devices.

Through FEFE, learners will develop key skills required of entrepreneurs: the ability to make better financial decisions, be better able to understand and access alternative sources of finance and be more willing to trade across international boundaries. Developing these skills will encourage more learners to become entrepreneurs and will enable them to grow their own enterprises more effectively. These skills will also make learners more employable generally, and will enable them to contribute more effectively to the growth of any enterprise in which they are employed. FEFE, therefore, will have a positive impact on Europe’s economic growth and job creation.

MAIN THEMES
Digital competence development
Employability
Labour market relevance of learning
Business start-up
Business-Education links
Social entrepreneurship
Educator development
Curriculum Development
Learning outcomes
GEOGRAPHIC AREA
Europe

PRIMARY AUDIENCE/S
Learners / students
Education leaders
Educators
Policy makers
OUTPUTS (planned)
Serious game
Country guides
Training curriculum
Educator’s guide
OER social learning platform
This project originated from the idea that the Limburg Region is migrating into an innovation driven economy with a greater potential for innovative entrepreneurial activity. Since entrepreneurship is part of the PXL X-Factor and embedded into its mission statement, a dedicated project was initiated to facilitate this. By raising awareness of the importance of being entrepreneurial we’re working on getting buy-in from our teachers to include skills linked to entrepreneurship or intrapreneurship into their courses, and are currently deciding on rolling out the EntreComp framework. We’ve already formed strong partnerships with local, regional and international stakeholders to help us achieve our goals. Through one-on-one coaching sessions and backed by a vast network of like-minded teachers, entrepreneurs and partners we help student entrepreneurs with their entrepreneurial endeavours. Aspiring student-entrepreneurs can also be granted a statute that provides them with additional flexibility regarding lessons and exams to make the best of their entrepreneurial endeavors. We’re following a triple or even a quadruple helix approach, where local and regional governments, business partners, PXL University College and Hasselt University and the community are working towards a common goal of new and sustainable start-ups in the Limburg Region.
Entrepreneurial ecosystems in 9 Flemish student cities

Website

Led by
Flanders Innovation and Entrepreneurship

Funding
European Regional Development Fund

Social media
None (city based communications)

Linked to other project summaries – Turbo, Gentrepreneur, TakeOffAntwerp Alliance

The aim of the project is to develop an entrepreneurial ecosystem for youth and students (18–25 years of age) in 9 Flemish student cities: Brugge, Kortrijk, Gent, Aalst, Geel, Antwerpen, Leuven, Hasselt, Genk. All relevant local stakeholders (the city, higher education institutions, student associations, youth associations, intermediaries and profit and non-profit organizations) are connected in a collaborative endeavor to support youngsters in their entrepreneurial becoming. By means of (1) informational, inspirational and activating activities, (2) community building practices and (3) several support services (mentoring, (peer) coaching, learning sessions) young people get every chance to tap into this resourceful ecosystem in realizing their entrepreneurial dream. Lecturers and youth workers are encouraged and supported in rendering entrepreneurial education.

The 9 projects started in Autumn 2016 and are in full development. Flanders Entrepreneurship and Innovation is a Flemish government agency which facilitates, gives support, creates possibilities to exchange and learn from one another. See this link for more information on platform meetings:

MAIN THEMES
Employability
Business start-up
Education-Community links
Educator development

GEOGRAPHIC AREA
Regional - Flanders

PRIMARY AUDIENCE/S
Learners / students
Young people not in education, employment or training
Educators
Policy makers
Community stakeholders
Business stakeholders

OUTPUTS (planned)
Entrepreneurial ecosystems
The goal of the project is to establish an ecosystem which contains: all organizations in Bruges who work around youth & entrepreneurship, local companies, young starters, students, schools, universities and government. By creating this the goal is to establish a sustainable and lively entrepreneurial climate for young people & students (age 18-25) in the city of Bruges. The ultimate goal is to stimulate & motivate entrepreneurship among youngsters. A number of events are planned with motivational speakers, open to the target audience. This way we want to bring the youth together around the entrepreneurship theme, so they can interact and build a network/community in the long term. These external events are combined with events in schools and high schools in Bruges. This way we reach the students through education. For the project this is important to make them aware of entrepreneurship and what it includes. Also we bring all organizations, schools, government together on a regular basis to really build a network and to facilitate collaborations between them. We expect to build a sustainable ecosystem which establishes a sustainable entrepreneurial climate. Through this we want more youth to be motivated to think about being an entrepreneur, or to create an entrepreneurial behavior. We want to create a community of local young starters to interact with each other and facilitate collaborations between them. We want the youth to see Bruges as a positive climate to start a business.
Gentrepreneur wants to create an inspiring and stimulating ecosystem for young entrepreneurial people (18-25) in the city of Ghent. We want them to come out with their dreams, their ideas, their (business) plans... We stimulate them to ACT and give them the information and support they need to do so. In that way we believe that these young people (students and others) will become stronger, more competent and entrepreneurial adults. And so the city of Ghent becomes a creative, flourishing and entrepreneurial city to live and to work. Our ecosystem consists of stakeholders in education, government and entrepreneurship. Together we offer a wide range of events:

- Networking: we want our young people to get in touch with each other and our stakeholders. In that way we stimulate peer to peer feedback, co-creation, cooperation, matchmaking,
- Workshops: to inform these youngsters that want to start their own business, we offer several practical workshops concerning specific themes
- Coaching: a coach is available for our young people to listen to them, boost them and their ideas, make them find their way in the ecosystem
- Expertise: our stakeholders are (online and offline) available to share their expertise and help the young people in the best possible way.

**MAIN THEMES**
Early school leaving
Gender equality
Involving stakeholders in education
Business start-up

**GEOGRAPHIC AREA**
Local - Gent

**PRIMARY AUDIENCE/S**
Learners / students
Young people not in education, employment or training
Educators
Community stakeholders
Business stakeholders

**OUTPUTS (planned)**
Events and workshops
Network/community
Start-up support services
Linked to the project: *Entrepreneurial Ecosystems in 9 Flemish Cities*

TAKEOFFANTWERP_ALLIANCE is a two year project following in the footsteps of the already existing TAKEOFFANTWERP; a operation and place in Antwerp where higher education institutions and the city of Antwerp combine forces to stimulate entrepreneurship in students. TAKEOFFANTWERP_ALLIANCE broadens this current operation to include Antwerp youth not in education and/or in employment.

Combining the strengths of the city of Antwerp, its educational institutions, local companies, organisations and student associations, this local ecosystem aims to inspire, activate and support youngsters on their way to entrepreneurship. The project consists of 3 main work packages, namely connection, expertise, support. The partners will map out and connect active partners across Antwerp’s entrepreneurial landscape; youngsters will be able to seek advice and inspiration at a ‘one-stop shop’ for young entrepreneurs and engage in activities; teachers and youth workers will be supported in developing entrepreneurial skills within their own working environments. The goal of the project is to fill in current gaps in education about entrepreneurship, and aims to bring together the current partners in the field resulting in a network of partners closely working together to provide a better service and coaching for the Antwerp youth. The partnership involves the city of Antwerp, the Antwerp University Association (AUHA), Artesis Plantijn University College, Karel de Grote University College, the University of Antwerp, KAVKA youth centre, SINC student association & VOKA, Flanders’ Chamber of Commerce and Industry. It is supported by the ERDF and Flemish Agency for Innovation and Entrepreneurship.

**MAIN THEMES**
- Business start-up
- Business-Education links
- Social entrepreneurship
- Curriculum Development

**OUTPUTS (planned)**
- One stop shop
- Events and Workshops
- Start-up support
- Partner Network

**PRIMARY AUDIENCE/S**
- Learners / students
- Young people not in education, employment or training
- Educators
- Education Leaders
- Community stakeholders
- Business stakeholders

**GEOGRAPHIC AREA**
- Local – Antwerp
Thrivate! Entrepreneurial skills as solid base for a future in the Creative Industry

Website
www.thriveproject.eu/

Led by
STIVAKO, Netherlands

Funding
Erasmus+

The Thrive! project is very new and aims to support entrepreneurship in the creative industries -- in specific companies in the field of communication, information and media design and production, e.g., printers, publishers, designers, animators and marketing agencies. Many companies in this sector have to go through a transformation and innovation process that is necessary to survive present times and to become a company with a sustainable business model. Modern, entrepreneurial skills are needed to support the individuals' and companies' development into becoming future-proof full service providers. The project results focus on be the relevant profiles of these companies and their employees at various stages in this path of development until the year 2026. The project strives to create entrepreneurial learning materials for three strategic target groups within the creative industries: (1) young entrepreneurs, (2) intrapreneurs, and (3) female entrepreneurs. The project will carry out the following:

- Desk research to assess the current state and required future skills.
- Developing and validating a diagnostic self-scan tool for skill gaps.
- Developing and validating learning materials for the three target groups.
- Developing and validating an awareness tool.

**MAIN THEMES**
- Digital competence development
- Gender equality
- Business start-up
- Learning outcomes
- Assessment

**GEOGRAPHIC AREA**
Europe

**PRIMARY AUDIENCE/S**
- Learners / students
- Young people not in education, employment or training
- Educators
- Business stakeholders

**OUTPUTS (planned)**
- Self-scan tool for skills gaps
- Learning materials
- Awareness tool
The project has been developed to solve the issues of low adult participation in life-long learning and high unemployment. The following needs are addressed within the project:

- To develop the basic and specific adult educators’ competencies working with disadvantaged learners with focus on innovative outreach and learning;
- To provide necessary knowledge and information to adult learners with fewer opportunities and from disadvantaged background on access to learning and opportunities for employment on the basis of their lifestyle, abilities and talents.

The objectives are:

1. to strengthen the competencies of adult educators-practitioners supplying them with innovative and attractive training material and ICT tools based on the Lifestyle entrepreneurship (LSE) approach;
2. to enhance the professional development of adult educators by introducing the innovative education methods: blended learning, reversed/flipped training, Open education resources (OER);
3. to develop OER tailored to the needs of adult educators to support digital integration in learning to reach learners from disadvantaged backgrounds;
4. to increase the motivation and reduce disparities in learning outcomes of adult learners with fewer opportunities and from disadvantaged backgrounds using the LSE approach and ICT tools with the long perspective of getting self-employed.

**MAIN THEMES**
- Social inclusion
- Employability
- Labour market relevance of learning
- Business start-up
- Education-Community links
- Social innovation
- Educator development
- Validation and recognition

**PRIMARY AUDIENCE/S**
- Learners / students
- Young people not in education, employment or training
- Education leaders
- Educators
- Unemployed

**OUTPUTS (planned)**
- Curriculum resources
- Educator training
- Guidelines for educators

**GEOGRAPHIC AREA**
- Europe
EntrInno - Online Game for Entrepreneurship and Innovation

Website
www.entrinno.org
Led by
Centre for Advancement of Research and Development in Educational Technology - CARDET
Funding
Erasmus+
Social media
www.facebook.com/ACEprojectErasmus

EntrInno addresses the demands of revisiting the notions of entrepreneurship and innovation, as the driving forces of a new EU culture that will be sustainably developed financially and socially and enhance users’ aptitudes for new socio-economic initiatives and interventions. EntrInno will:

- develop an online game designed to educate and equip young adult learners with transversal skills such as entrepreneurship and innovation, and basic skills such as digital literacy, communication and networking skills
- provide an innovative ICT-based educational practice that will motivate young adults to commit in active learning
- validate gaming as a novel form of non-formal learning practice
- strengthen cooperation and exchange of information and good practices between different areas of Europe
- support the development of the EU as a knowledge-based society

**MAIN THEMES**
Digitally enabled learning
Digital competence development
Involving stakeholders in education
Employability
Labour market relevance of learning
Business start-up
Business-Education links
Social entrepreneurship
Educator development
Validation and recognition

**GEOGRAPHIC AREA**
Europe

**PRIMARY AUDIENCE/S**
Learners / students
Young people not in education, employment or training
Education leaders
Educators
Business stakeholders
Unemployed

**OUTPUTS (planned)**
ICT based educational practice
Online game platform
Youth Start Entrepreneurial Challenges

Website
www.youthstartproject.eu
www.youthstart.eu

Led by
Policy Experimentation & Evaluation Platform (PEEP), Portugal

Funding
Erasmus+ Policy Experimentation

The Youth Start project is designed to have a significant impact on practical experiential learning programs at the compulsory school level by developing an innovative, transferable and scalable program through the collaboration of high-level public authorities of Austria, Luxembourg, Portugal and Slovenia. The Project is designed to foster self-directed learning with its transversal interdisciplinary method for conquering the “isolated application” and single activity approach in schools.

The primary target group in this three-year project is teenagers from 14-17 years old (B1 level), through two large-scale interventions. Through the leadership of the Ministries of Education from each of the participating countries the program was extended to working with primary schools (students from 8-11 years; 8-9 years, A1 level and 10-11 years, A2 level). A quasi-experimental design utilizing an ex-ante and ex-post approach as well as randomized experimental groups are used to evaluate the effects on secondary and second cycle primary school students. The Youth Start Entrepreneurial Challenges educational programme is designed to increase student desire and ability to participate in entrepreneurial activities.

**MAIN THEMES**
- Employability
- Educator development
- Curriculum Development
- Assessment

**GEOGRAPHIC AREA**
Europe

**PRIMARY AUDIENCE/S**
- Learners / students
- Education leaders
- Educators
- Policy makers
- Community stakeholders

**OUTPUTS (planned)**
- YouthStart Learning Programme
- Teacher training
- Policy experimentation methodology
SYNERGY - Harnessing the learning assets of the SME community

Website
www.synergyexchange.eu
www.projectsynergy.eu
Led by
Meath Partnership, Ireland
Funding
Erasmus+
Social media
www.facebook.com/SYNERGYforSMEBusinessCommunity

SYNERGY is a B2B initiative aimed at connecting business owners to create high-value and quality long-term relationships, and improving the quality of VET for nascent and existing entrepreneurs and micro-enterprises across Europe. Through the use of social networks, SYNERGY has brought together business owners, trainers, mentors and enterprise support agencies to foster a culture of learning within the micro-enterprise sector promoting smart, sustainable and inclusive growth. Working with small business owners across Europe, the project has;
• developed a series of mini-learning training courses;
• provided free to use information resources and toolkits;
• facilitated online networking and mentoring;
• addressed the real training needs of the micro-enterprise and SME sector.
Overall, SYNERGY aimed to minimise business failure, strengthen operational capacity and tap into the wealth of knowledge and expertise amongst business owners across Europe.

MAIN THEMES
Labour market relevance of learning
Business start-up
Business-Education links

GEOGRAPHIC AREA
Europe

PRIMARY AUDIENCE/S
Learners / students
Educators
Policy makers
Business stakeholders

OUTPUTS (planned)
Train the Trainer Curriculum / Training
Introduction to pedagogy programme
Online micro learning resources
Our partnership consisting of seven schools, aimed to provide our students with the skills required by the current labour market, within a framework of competitive economy. We tried to find new ways to overcome the socio-economic crisis affecting many of the European countries we belong to. The project aimed to generate progress regarding the process of job finding and to foster social equity and inclusion for all our teens despite their differences. The project was specifically focused on the ‘disadvantaged’ pupils (i.e. with low core skills, no eager to continue studying or belonging to minorities, in danger of early school leaving etc.), who thus have the lowest chances to develop themselves socially and economically. Hence, we tried to encourage the use of joint vocational training, formal and informal education on a larger scale and to implement Life Long Learning and for improving knowledge and skills after finishing school; to promote initiative, creativeness, competitiveness and entrepreneurial and management skills, to increase students and staff motivation for pursuing personal development for a longer period, to encourage collaboration with small enterprises, to implement entrepreneurial activities into the curriculum, to promote language learning and many other.
INCUVET - VET Schools as Entrepreneurial Hubs

Website
www.incuvet.eu
Led by
VALNALON, Spain
Funding
Erasmus+
Social media
www.facebook.com/incuvet.EU

VET schools could further support the entrepreneurial aspirations of some of their students by transforming themselves into regional/local hubs for entrepreneurship. Far from being a utopian vision, such exercise required a slight reframing of the school mission and actions already in place. The vision for this project was “an improved understanding and better rounded provision of Entrepreneurial Education and Start-up Support in VET Schools”. The project was structured around a sequence of 4 peer learning activities (workshops):

1. Creating a Vision: VET Schools as Entrepreneurial Hubs
2. Back to basics: Start-up support in VET
3. From skills to dispositions: Teacher and student new roles
4. The Broader Picture: Cultural Change and Stakeholder Engagement

By looking at whole-school approaches to the promotion of entrepreneurship in VET we achieved two broad objectives. Firstly, to identify basic elements of an ideal VET school-based entrepreneurial support system drawing on existing initiatives. Secondly, to devise an action-planning methodology at VET school level to embed some of the project learning. The INCUVET e-guide features relevant practices in 7 key strategic areas: Policy Context; Leadership & Governance; Start-up Support; Teaching & Learning Methods; Knowledge Exchange Networks; External Stakeholder Engagement; and Evaluation & impact.

MAIN THEMES
Involving stakeholders in education
Employability
Labour market relevance of learning
Business start-up
Business-Education links
Educator development
Assessment

PRIMARY AUDIENCE/S
Education leaders
Educators
Policy makers
Community stakeholders
Business stakeholders

OUTPUTS (planned)
Incuvet E-Guide
Good Practices

GEOGRAPHIC AREA
Europe
ECONewFARMERS - Building a future for new farmers in ecological farming through vocational training

Website
www.econewfarmers.eu

Led by
Instituto Politécnico de Viseu, Portugal

Funding
Erasmus+, COSME, European Structural and Investment Funds

Social media
www.facebook.com/ECONewFARMERS-1550571228532617

An increasing number of people with higher levels of education are changing their activity to agriculture without any previous knowledge in this area, especially in countries which have been experiencing significant economic difficulties, such as Portugal. Thus, it is urgent to educate them, and support organic farming to improve their agricultural skills – such as organic farming - and to facilitate their performance and innovation capacity, contributing to the European rural development strategy. EC policy encourages the development of sustainable agricultural systems, such as organic farming. Organic farming enables farmers to produce enough food to feed themselves and for selling at the market, while fostering for healthy farming, healthy food and mitigating climate change. Providing learning opportunities on organic farming via mobile systems (m-learning) will create new labour and economic opportunities for a new educational target group – ie. graduates who have no formal education in agriculture, but who wish to start an activity in agriculture and achieve economic success adopting organic farming. The project will promote creativity and innovation in ecological farming, through relevant and innovative mobile-learning contents, that can be used in rural and working contexts, improving the students’ employability and enhance their ability to work in this area. This, in turn, may result in an increased number of individuals working in the area of ecological farming which is in keeping with EC targets on organic farming.
Entrepreneurship Education for children from 3 to 12 years old: Dreaming and Doing

Website
http://jpereiraese.wix.com/edukempreende

Led by
Instituto Politécnico de Viana do Castelo, Portugal

Funding
European Regional Development Funding - Alto Minho Invest, Erasmus+

The development of children’s entrepreneurial skills, since preschool, has been receiving increasing attention. Entrepreneurship education (EE) consists of developing entrepreneurial abilities - skills such as: the ability to communicate, persuade, negotiate and solve conflicts, solve problems creatively, work with others, be self-confident, flexible and able to adapt to new situations, manage time, accept criticism, analyse and learn from mistakes. ESE-IPVC in partnership with CIM-Alto-Minho, the Coração Delta Association and its Education Center (CEAN), developed a Project that aims to foster the entrepreneurial education in children. The Project is directed to children from 3 to 12 years old. It is intended to contribute for children to transform ideas into action, creating conditions for them to accomplish their dreams. Children develop their own projects, based on their own ideas, while they develop soft skills. The project also received Erasmus+ funding to develop a teacher manual. The manual has materials and activities for children (ages 3-5, 6-9, 10-12 years). It identified goals at different levels (knowledge, skills and attitudes) by promoting active engagement of children in doing their own projects, based on their own ideas, while they explore the skills required in each of the following twelve steps: Stimulating ideas; Sharing ideas; What do I want to do; Mind-sets; Active Listening; Talking about the project; Working with collaborators; Identification of needs; Building prototypes to communicate the project; Collaborators’ network; Task cycles; Project leadership. It is intended to support and train teachers, both in-service and pre-service. The project has been recognised by the European Commission (Entrepreneurship Education: A Guide for Educators) and OECD (Entrepreneurship360)

MAIN THEMES
Active citizenship
Involving stakeholders in education
Education-Community links
Financial Education

OUTPUTS
Teacher training – pre-service and in-service
Seminar and workshops
Exhibition

PRIMARY AUDIENCE/S
Learners / students
Education leaders
Educators
Policy makers
Community stakeholders
Parent/carers
Researchers

GEOGRAPHIC AREA
Regional / European
Graduate Entrepreneurship Project - Yorkshire

Website
No longer operational
Led by
Huddersfield University (call submission by University of Hull)
Funding
European Regional Development Funding
Social media
@gradsupnorth
https://www.youtube.com/user/graduatesupnorth

The main target audience for the project was existing students of each of the HEI’s in addition to graduates, but recognising that graduates up to 7 years graduated were still in need of support. The project was also open to graduates from outside the region if they were planning to set-up a business in Yorkshire and Humber, returning home after their education. Engagement with business networks and professional business services was embedded into the project - enabling mentoring and additional support for graduate start-ups whilst also evidencing and influencing the needs and demand for advice for student and graduate start-ups. Speakers, mentors and experts were recruited to help inspire those with less confidence and ensure inclusivity, these included mentors from existing business communities, alumni and community organisations with specialism is particular fields. The project held specific events around social enterprise as a business model; engaging and encouraging collaboration with existing volunteering organisations, charities and national social enterprise support organisations e.g with the UK’s Unltd programme. Project practitioners built stronger relationships with academic colleagues in HEI’s making links to the project for their students and providing value to modules through adding start-up lectures and introductions to industry and business connections which were formed through the project.

**MAIN THEMES**
Involving stakeholders in education
Business start-up
Business-Education links
Social entrepreneurship

**OUTPUTS**
Videos – animations / testimonials
Bootcamps
Student start-up support
Start-up grants
Proof of concept grants

**PRIMARY AUDIENCE/S**
Learners / students
Education leaders
Educators
Policy makers
Community stakeholders
Business stakeholders

**GEOGRAPHIC AREA**
Local - Yorkshire