

FORM for the estimated daily timetable / programme of the planned Activity.



Name of the project: **ENTERpreneurSHIP: welcome on board**

	Day 0	Day 1 Meeting	Day 2 Knowing	Day 3 Trying	Day 4 Exploring	Day 5 Coaching	Day 6 Planning	Day 7
<p>Before noon</p> <p>ARRIVALS</p>		<p>1. "Get to Know Each Other" & Teambuilding (small name games) <u>Objective:</u> to melt initial ice and get familiar with names and background of participants. (2 cooperation games) <u>Objective:</u> To cooperate in groups and increase the awareness of the importance of the group work and the main features for an effective cooperation;</p> <p>2. "Training Presentation" (Objectives of the TC, Team, Programme, 6 thinking hats) <u>Objective:</u> To clarify and understand the idea of the training, participant's expectations, contributions and fears, non-formal education methodology, ground rules for work with interactive methods, to introduce the whole team.</p>	<p>1. Erasmus+ and YouthPass (presentation of Erasmus+ using slides) <u>Objective:</u> To introduce participants to the program, its objectives and key features. (introduction of competences, participant's reflection) <u>Objective:</u> to introduce the YouthPass as a tool for self-assessment and give the insight to the applications regarding youthpass</p> <p>2. Roadmap 2 creativity (roadmapping workshop in small thematic groups) <u>Objective:</u> To create Roadmap 2 creativity – visualized guide for young entrepreneurs.</p>	<p>2. Entrepreneurship via youth work (presentation of tools and adaptation of methods group works.) <u>Objective:</u> To see youth work methods in managerial tools and adapt them according to target groups and enhancing learning.</p> <p>1. Networking For Entrepreneurship (ngo presentations, partner treasure hunt) <u>Objective:</u> To discover and share each other's NGO information like aim, main activities, contacts and target group; to facilitate a future cooperation's in the network of NGO's</p>	<p>1. Mid-term evaluation (mid-term questionnaire and visual method.) to evaluate how the training course is running and what could be adjusted.</p> <p>2. Tools for mapping my Competences (the three circles, competence development, competence mapping) <u>Objective:</u> To give participants solid tools for helping youngster understand their competences and designate areas for further development</p>	<p>1. Fostering entrepreneurial attitude among young people (young company tool and simulation) <u>Objective:</u> To give a tool to create long-term simulations of a business company.</p> <p>1. Fostering entrepreneurial attitude continued (preparation for the simulation, group work, cases, frameworks) <u>Objective:</u> To create long-term simulations of a business company.</p>	<p>1. Tools for project management (introduction to the questions of project development, application structure breakdown) <u>Objective:</u> to give participants effective tools for starting writing projects. To make participants familiar with necessary steps when creating and executing projects.</p> <p>2. Start-up groups (small group work to create project ideas and their programs) <u>Objective:</u> to give space projects of participants and create a well-to-present package with the need, the programme, impact and deor, task distribution and practical parts.</p>	<p>DEPARTURES</p>

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<p style="text-align: center;">Afternoon</p>	<p style="text-align: center;">Arrival by 17.00</p>	<p>1. Team-building (team-building games) Objective: to cooperate in groups and increase the awareness of the importance of teamwork and effective cooperation for future reference.</p> <p>2. Intro to the concept of NFE (Workshop /small role-play game about formal, non-formal and informal learning) Objective: To understand the features of non-formal education in comparing with other methodologies and how to explain it in a creative way.</p> <p>3. Reflection Time (Learning Diary with Personal and Group Reflection exercises)</p>	<p>1. Triggering creativity (visual and lingual creativity games; writing a story and filling a canvas) Objective: To wake up and enhance creativity of participants before next parts of the programme.</p> <p>2. Creative Entrepreneur (case studies and defining who is a creative entrepreneur) Objective: To strengthen understanding of the topic. Objective: To inspire by showing examples of stories of success.</p>	<p>1. New Skills for Implementing New Ideas (De Bono method of creating ideas and strategic planning methods) Objective: To show participants ways of creating ideas that match skills of key persons.</p> <p>2. Empowering entrepreneurial activity (videos of examples of entrepreneurial passion, discussion) Objective: To understand the role of passion within entrepreneurship and create a list of tips and tricks for young entrepreneurs</p>	<p>1. Discovering local region (discovering the city with a guide/treasure hunt) Objective: To give a chance to the participants to meet the culture and the city.</p> <p>2. Discovering local region (free time in the city) Objective: to give participants space for informal communication.</p>	<p>1. Entrepreneurial attitude in action (Fair simulation) Objective: To give participants space for applying gained skills and entrepreneurial attitude for creating their own product or service based on the needs of locals</p> <p>2. Analyzing In Action (discussion, group work, factor analysis framework) Objective: To understand what and how has worked during the previous sessions.</p>	<p>1. Project presentations (project exhibition) Objective: to give participants the chance to present their finalized project to everyone.</p> <p>2. Final Evaluation (flipcharts with various symbols, time machine, feedback forms, final circle, revealing the secret friend) Objective: To have an overview of the content and practical results of the training; to reflect over the week and the learning points received during the experience; to share last thoughts and feelings among the group.</p>	<p style="text-align: center;">Departure by 12.00</p>

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Evening	<p>Welcome evening (small get to know activities and creating inboxes for future secret friend activity.)</p>	<p>Intercultural Evening 1 <i>(country presentations led by social committee)</i> <u>Objective:</u> To share, discover and taste the difference cultures, countries, foods, music and mood of the countries in small presentations</p>	<p>Intercultural Evening 2 <i>(country presentations led by social committee)</i> <u>Objective:</u> To share, discover and taste the difference cultures, countries, foods, music and mood of the countries in small presentations</p>	<p>Entrepreneurial Night <i>(Participants will have an open area to propose any activities (information, workshops, materials, etc.) that they would like to share with others)</i> <u>Objective:</u> To open a space for participants share their hobbies, skills and knowledge about the topics that they are passionate about</p>	<p>Dutch Evening (informal evening with local traditions) <u>Objective:</u> To further the ICL.</p>	<p>Free Evening <i>(time for personal relaxation)</i> <u>Objective:</u> To give space for personal relaxation and socializing.</p>	<p>Farewell Party (Delivery of certification, youthpasses (1st page) and a closing ceremony with creating envelopes for the future.</p>	
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