
PROMOTING SOCIAL ENTREPRENEURIAL MINDSETS FOR A
SUSTAINABLE FUTURE FOR YOUNG PEOPLE

PROJECT OVERVIEW



IGNITE is an innovative Erasmus+ KA2 cooperation partnership project in the youth sector, aimed at fostering social entrepreneurship among disadvantaged young people. Running from January 1, 2024, to December 31, 2025, the project aligns with the EU 2020 strategy and follows the European social model, emphasising the importance of social enterprises for sustainable and inclusive economic growth in Europe.

PROJECT OBJECTIVES

- **Social Enterprise Skills Programme and Simulation Games:** The aim of this programme is to equip young people with the knowledge, skills and mindset needed to create, manage and sustain a social enterprise. Simulation games are interactive games that mimic real-world scenarios, allowing young people to apply learning content in a hands-on and engaging way.
- **Social Economy Coaching Programme for Youth Workers and a Facilitation Toolkit:** The aim of this programme is to train professionals as social enterprise coaches to support young people in their entrepreneurial journey. The programme assists youth workers in setting up YOUTH LABS in their local context to explore themes of social enterprise, inclusion, sustainability and culture with the target group. The programme offers continuous professional development opportunities through a three-day European training session, allowing youth workers to incorporate the IGNITE approach and methods into their daily practice.
- **Digital Hub and Dissemination Actions:** The IGNITE resources will be available on the digital hub, an online platform designed for both youth workers and young people. Furthermore, this platform will enhance the visibility of the project and its activities and also create links with other EU-funded projects, networks, and initiatives in the field of social entrepreneurship education

First Transnational Meeting

In Virginia, Ireland, the partners finally met in person for the first transnational project meeting. During the event, which took place on 10th September 2024, the representatives of the partner countries reviewed the state of the art of Work Package 2, which is focused on 'Social Enterprise Skills Programme and Simulation Games'. Then each organisation presented the content developed, in order to discuss face-to-face the changes to be made before finalising the documents and proceeding with the internal review.

The event was a key opportunity to analyse together the next steps to be implemented in the project and to strengthen international relations and collaboration!



What have we been doing?

The main result of this phase of the project has been finalised and is ready for translation in all partners' languages. The team work realised a modular training package of 7 modules and 3 games scenarios that will be used by youth workers, educators/trainers for the promoting practical skills among youth, such as business planning, marketing, financial management and impact measurements, necessary for running a social enterprise.

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