

IGNITE

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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.

Second Transnational Meeting



In Bruxelles, Belgium, the partners met again on 18th June 2025 to test the project's simulation games, which will soon be available in all partner languages!

This in-person session provided an essential opportunity to evaluate the effectiveness of the games and gather feedback directly from the involved organisations.

The meeting also served as a moment to discuss the implementation of the next project activities, which will involve the direct participation of youth educators and young people. Strengthening collaboration and aligning on future steps, the partners reaffirmed their commitment to the project's objectives and its international impact.

Learning and Teaching Training Activity in Bastia

From the 2nd to 6th June, the IGNITE project held a youth educators' training course in Bastia, Corsica. Each partner organisation sent two representatives to take part in the sessions. Upon their return, the participants will organise local cascade training in their home countries. This initiative aims to spread the project's methods and tools more widely across Europe!



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