

# IGNITE



## NEWSLETTER 4 | DECEMBER 2025

### 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

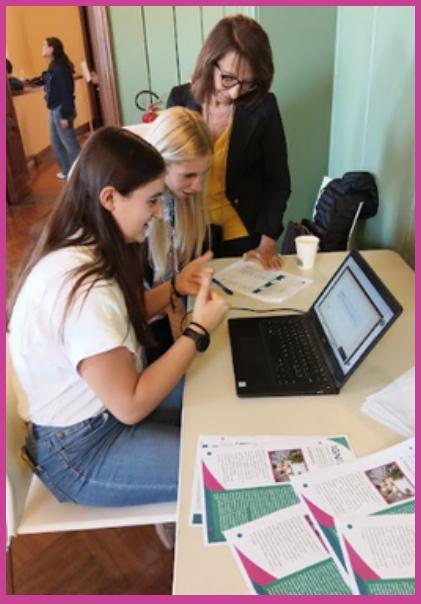
- Social Enterprise Skills Programme and Simulation Games:** The aim of this programme is to equip young people with the knowledge, skills and mindset needed to create, manage and sustain a social enterprise. Simulation games are interactive games that mimic real-world scenarios, allowing young people 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.

# LAST STEPS

As the IGNITE project reaches its final phase, it's time to look back on our shared journey and celebrate the results achieved. As the saying goes, every ending is a new beginning, and this experience has sparked new skills, connections, and perspectives for the future. In these last weeks, the partners are finalizing activities and coordinating the project's concluding events. The three games on social and environmental entrepreneurship have been tested with young people across all partner countries, collecting valuable feedback and strong enthusiasm. Meanwhile, each organisation is preparing its multiplier events to share the project's outcomes with local communities, and the training curricula are being presented and tested with educators and youth workers.

These final steps mark not only the close of the project, but also the start of new opportunities for those who wish to carry forward the energy and creativity ignited by IGNITE.

## OUR NUMBERS...



### AT EU LEVEL:

- **80 YOUNG PEOPLE** INVOLVED IN THE YOUTH LAB
- **MORE THAN 200 STAKEHOLDERS** INVOLVED IN THE MULTIPLIER EVENTS
- **140 YOUNG PEOPLE** INVOLVED IN THE TRAININGS
- **MORE THAN 100 EDUCATORS** INVOLVED IN THE TRAININGS



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