

Objectives

- » Raise awareness and find ways to make the entrepreneurial learning innovative, creative and attractive to young people.
- » Identify best practices alongside the needs and challenges linked to entrepreneurial education in participating countries (through conducting 6 National Researches).
- » Develop Non Formal education tools and board games to be used in any education system and adapted to local needs/realities.
- » Develop 10 IT/mobile tools linked to entrepreneurial education through software creation.
- » Promote the use of NFE methods, board games and eLearning tools.