



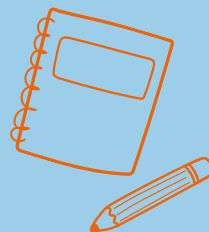
MICRO COMMUNITY COOPERATIVE @ SCHOOL



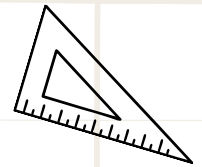
Students (12-18 years old)

Teachers

TARGET
GROUPS



OUR PURPOSE



MICR@S want to provide an **INNOVATIVE CROSS-CURRICULAR PEDAGOGICAL MODEL** based on **GAME BASE LEARNING SOLUTION** targeting school students (12-18), which will enable students to learn by doing creating inclusive community cooperative enterprises.



OBJECTIVES

- 1: improving **SOCIAL INCLUSION IN THE SCHOOL**, fostering collaboration among students (including the ones with SEN) by promoting collaborative projects
- 2: equipping secondary school students with **ENTREPRENEURIAL SKILLS** that can prepare them for the demands of the labour market
- 3: **PROMOTING EXCHANGE BETWEEN SCHOOLS AT EUROPEAN LEVEL**, to connect students in a reflection on **SOCIAL COHESION AND INCLUSION IN SCHOOL EDUCATION** through AN **ENTREPRENEURIAL EXPERIENCE**.

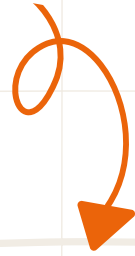


Co-funded by the European Union



MAIN RESULTS

PARTNERSHIP



Coordinator



Partnership



The MICR@S project will address the need to supporting young people with entrepreneurial competences, thanks to the following RESULTS:

1. Deliver a **LEARNING MATERIAL** with knowledge, skills and competencies of entrepreneurial education (WP2)
2. Create a **COMMUNITY COOPERATIVE LEARNING GAME** an online game space where students can create their own entrepreneurial models through group work with SEN students (WP3)



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