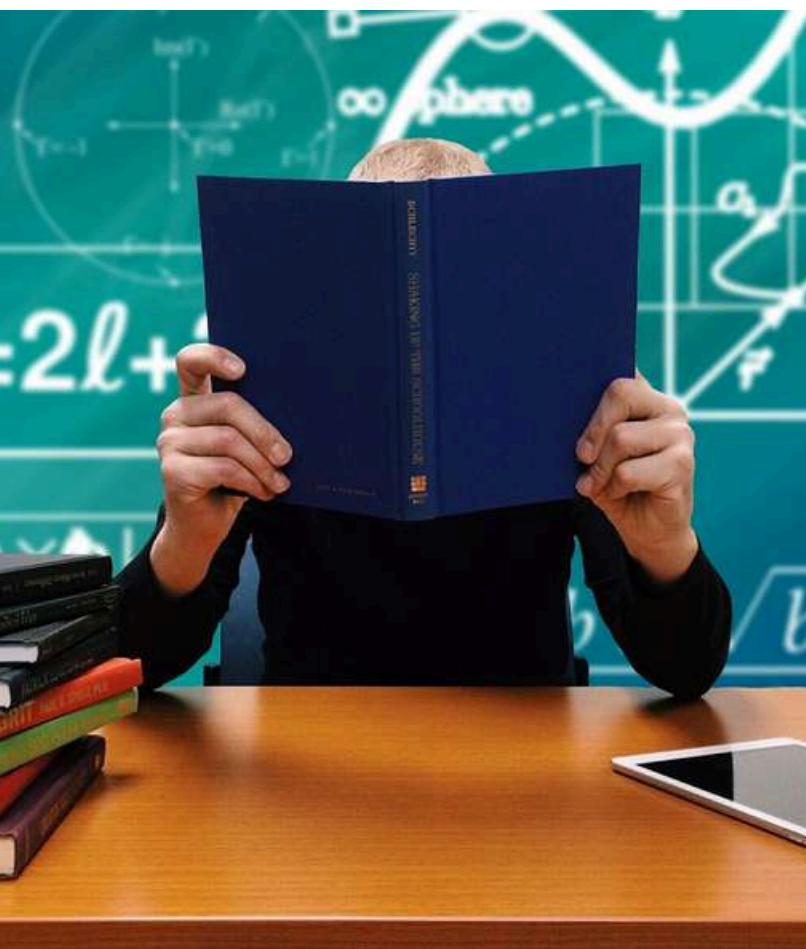


3RD NEWSLETTER

MICRO COMMUNITY COOPERATIVE @ SCHOOL

June 2024



THE PROJECT

The project intends to provide students with **entrepreneurial knowledge** so that they can be prepared for a career in the world of entrepreneurship. This will help to combat the phenomenon of NEET (not in employment, education or training) by **providing young people with new career opportunities** and facilitating the entry of SEN students into the sector, who find it more difficult to see concrete opportunities for employability in the world of work.

OBJECTIVES

Create:

1. AN INNOVATIVE PEDAGOGICAL APPROACH to school education by combining inclusion with an entrepreneurial experience.
2. AN INCLUSIVE ENTREPRENEURIAL PROJECT to teach students not only about entrepreneurship but also about innovation and inclusion
3. A PLATFORM ONLINE where students can confront themselves with other students and address other issues related to SOCIAL INCLUSION, SOLIDARITY and ENTREPRENEURSHIP.

3RD TRANSNATIONAL PROJECT MEETING

19 TH APRIL 2024

The MICR@S consortium met online for the project's 3rd Transnational Project Meeting on 19 April 2024.

It was a fruitful meeting in which several topics were discussed in detail, reviewing **project progress and exploring strategies** for the pilot phase that the partners are conducting these months to test the training material. The implementation of the project is indeed nearing its end and the partners are carrying out and planning the last activities in order to be able to finish all deliverables properly



UPDATES

In these last months, the partners are implementing a testing phase of the MICR@S LEARNING MATERIAL and the creation and testing of the MICR@S COMMUNITY COOPERATIVE LEARNING GAME, with the aim of supporting teachers and educators in integrating entrepreneurial cooperation in school education.

MICR@S COMMUNITY COOPERATIVE LEARNING GAME

The partners created and developed 2 important project outcomes:

- **GAME LEARNING ENVIRONMENT:** An online environment (platform) hosting learning materials for students (Learning Snacks). This material was developed in WP2 and has been translated into all partner languages. It is now available on the [project platform](#). All materials are offered free of charge and the only requirement is the creation of an account.

- **COMMUNITY COOPERATIVE LEARNING GAME:** an [online game space](#) where students can create their own business models through group work by completing an online Business Model Canvas. Students can also compare their ideas with those of other students. The game is FREE and the only requirement is the creation of an account



[Game learning Environment](#)



[Game learning Environment](#)

PILOT TESTING PHASES

To test the results described on the previous page, the partners are conducting 2 pilot experimentation phases: an internal and an external one.

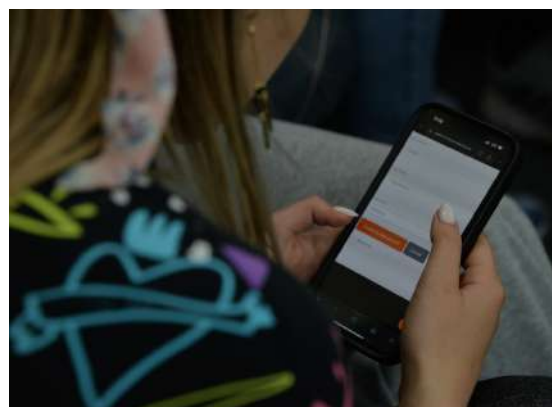
INTERNAL PILOT TEST

In the internal pilot test phase, the partners involved **2 members per organisation**, with a total of 14 people.

In the external pilot test, each partner must involve **2 classes of students** (40 in total). This will lead to a total of 280 students across the partnership.

EXTERNAL PILOT TEST

Some of our partners
have already started the
external pilot phase
activity.
Let's see how it
proceeded!



LINK GROUP



The external pilot testing for the Link Group was organized at the International School in Belgrade, with students from Lower Secondary Year 9 and Higher Secondary Year 10 following the Cambridge curriculum. The students were testing the Micr@s learning snacks and Micr@s Game as an addition to their regular classes, and as part of final activities before the end of the school year. Using the learning snacks and quizzes for the first time, the students expressed their positive evaluation and satisfaction with the game. The teams were enthusiastic about completing their first business plans.

On 24 May 2024, HELLOBUCOVINA TRAVEL&TOURS organised the pilot testing event for the MICR@S project. This methodology is innovative in that it focuses on micro-cooperative community social enterprises, a less well-documented sector. It targets students between the ages of 12 and 18 and their teachers, providing two main tools: an e-learning platform with 14 short training modules ('Learning Pills') on topics such as entrepreneurship, social entrepreneurship and leadership skills, and a cooperative community learning game in which students can collaboratively create entrepreneurial models using a Business Model Canvas. These resources, available for free on the project platform after creating an account, were tested at the Piatra Neamt event, where HELLOBUCOVINA representatives and students tested the e-learning platform and the Canvas Game.

HELLO BUCOVINA

