

4TH NEWSLETTER

MICRO COMMUNITY COOPERATIVE @ SCHOOL

October 2024



MICR@S PROJECT: CLOSING CHAPTER, LASTING LEGACY

We are delighted to announce that the MICR@S (Micro Community Cooperative@School) project will be coming to an end at the end of October after two years of work. Seven European countries have participated in the project, which has resulted in the publication of high quality products, free of charge, for the community and the education sector.

OUR RESULTS



MICR@S Learning Material

MICR@S developed an innovative educational approach combining inclusion and entrepreneurship, offering students, including those with special educational needs (SEN), transversal skills useful for the world of work. A **FREE E-LEARNING PLATFORM** with training materials supporting entrepreneurial skills was created for students and teachers.



MICR@S Community Cooperative Learning Game

an INTERACTIVE CO-OPERATIVE GAME BASED on the Business Model Canvas, hosted on an online platform, was released to develop co-operative enterprise models with a focus on social inclusion.

We are delighted to announce that at the end of September all partners **completed the external piloting phase** with the students and that, thanks to the suggestions and feedback obtained, the partnership is implementing and improving the platforms developed so that they are as useful and usable as possible for the target group they are intended for.



Each partner involved around 40 students in this phase and **awarded the best BUSINESS IDEA among all those developed at National level.**

The winning idea from each country was then presented during the final contest held at the final project meeting in Brussels.

DLEARN



During the external piloting phase, Dlearn organised three workshops in Italy, involving students aged between 14 and 18, testing the developed platforms with them. The workshops took place at the Istituto dei Sordi in Turin and two youth centres in Milan, one of which specialised in SEN students. The students enjoyed the materials presented and took on the role of entrepreneurs with interest and fun, developing a business model on the game platform.

The **business idea that won the national contest** in Italy was developed by a group of five students and is called 'Eat well and make a difference, the help is us'. It is a restaurant with ethnic cuisine that has a strong social and community involvement aspect.

FINAL CONFERENCES

In the last phase of the MICR@S project, each partner organised a **Final Conference in their country**, a total of seven events, with the aim of **engaging the project target group by presenting the results achieved and promoting the resources developed**.

These conferences, aimed at teachers, school leaders, students and local stakeholders in the field of education, brought together at least 30 participants each, ensuring a broad and engaging impact.

In addition, the events facilitated networking with potential users and supporters of the project's educational platforms, ensuring the continuity of the initiatives even beyond the official project duration



To ensure the continuity of the initiatives beyond the official project duration, the partners also involved 5 stakeholders from the education sector. Each of them signed with them the **Memorandum of Understanding**, a document in which the signatory undertakes to support the life of the project by using and promoting the know-how developed.

FINAL CONFERENCES

LINK GROUP (SERBIA)

Micr@s final conference was held in the large hall of the Savremena Gimnazija (Contemporary Gymnasium) on September 26, 2024, **organized by Link Group**, a partner in this Erasmus+ project coordinated by the Belgian-Italian Chamber of Commerce.

The conference welcomed students and teachers, with the special participation of important academic and institutional figures.

The event presented the results of the Micr@s project, aimed at supporting young people in developing entrepreneurial skills. In two years, the international team developed an online platform and innovative teaching materials, including 'learning snacks' translated into several languages, to facilitate the creation of business plans through the 'Business Canvas' model.



A highlight of the conference was the **awarding of the winning idea 'MacroCount'**, conceived by a team of students. During the event, the next competition at the Belgrade Banking Academy, scheduled for December, was also announced, where students will have the opportunity to present their business projects.

HELLO BUCOVINA (ROMANIA)



On 20 June 2024, **HELLOBUCOVINA TRAVEL&TOURS** hosted the national conference of the Micr@s project in Targu Neamt, Romania, with the aim of **promoting the innovative educational tools developed within the project**. The event was attended by 55 students and teachers. It was an opportunity to present the results of the project, including an e-learning platform and an interactive game based on the Business Model Canvas to create business ideas. The programme included quiz sessions, presentations of ideas for the **national Community Start-Up competition** and award ceremonies for the best projects.

Participants experienced educational content, such as 'Learning Snacks' on key topics such as the role of social cooperation, green entrepreneurship, and leadership, accessible for free on the Micr@s platform.

FINAL TRANSNATIONAL PROJECT MEETING

24 TH OCTOBER 2024

The **Final Meeting of the MICR@S project** was held in Brussels on 24 October 2024, hosted by the project coordinator CCBI. The project partners defined the last activities, shared lessons learnt and celebrated achievements. Among the highlights was the **Startup Cup**, a competition in which the partners presented the winning business ideas from their national contexts, developed by groups of high school students during the external piloting phase. The ideas presented demonstrated innovation, creativity and a strong commitment to inclusion.





The competition podium

MICR@S STARTUP CUP COMPETITION

During the Final Meeting, the **European Startup Cup Competition** came to an end. Each partner presented the winning business idea from its national context, sharing innovative and creative projects developed by students with a strong focus on sustainability.

After a careful jury vote, **1st place was awarded to the Serbian project *Macrocount***, although all the ideas presented showed great originality and commitment. Here are the winning projects:

1st Place- Macrocount Project, Serbia

2nd Place -Bistriz Camp Project, Romania

3rd Place - Mangia bene e fa la differenza. L'aiuto siamo noi Project, Italy

4th Place - Old soul records Project, Portugal

5th Place - Petalo D'Oro Project, Belgium

6th Place - World Flavours Project, Cyprus

7th Place - Apollon Project, Greece





OUR LEGACY



Game learning Environment



Game learning Environment



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- [Belgian-Italian Chamber of Commerce \(CCBI\) - Belgium](#)
- [Emphasys Centre - Cyprus](#)
- [European Digital Learning Network \(DLEARN\) - Italy](#)
- [Agrupamento de Escolas José Estevão \(AEJE\) - Portugal](#)
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