EMPOWERHER

ENSURING DIGITAL INNOVATION (GAMIFICATION), QUALITY AND RECOGNITION IN YW FOR BETTER GENDER BALANCE IN ENTREPRENEURSHIP EDUCATION

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EMPOWERHER ENTREPRENEURSHIP ACTIVITIES

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EmpowerHER Activity Template

Title of the Activity	**Entrepreneurship as a girl**
Partner	WIDE ANDCO
EmpowerHER Competence Framework reference	Introduction to entrepreneurial mindset
Competences	- Teamwork - Entrepreneurial mindset - Self-confidence - Decision making - Creativity

Format	In-person board game
Target Group	Young women aged 16–25 interested in discovering entrepreneurial career paths
Duration-	45-60 minutes

Materials & Tools Needed	game board cards to print rules of the game Tokens, pawns, dice
Methodology	This board game is built on an **experiential and collaborative learning methodology**. Rather than passively absorbing information, players learn by doing: they make decisions, take risks, face obstacles, and seize opportunities, just like in real entrepreneurial life. Each action on the board is linked to soft skills and entrepreneurial mindsets such as critical thinking, creativity, resilience, networking, and decision-making. The game combines **individual reflection** (through challenges and choices) and **collective strategy** (through bartering, cooperation, and shared goals). Players don't compete against each other but work toward a **shared victory**, which reinforces values of solidarity, collaboration, and inclusive success that are core to female empowerment and social entrepreneurship. Each player rolls the dice, and the player with the highest number starts the game. On their turn, a player rolls the dice and moves their token forward the number of spaces indicated. They then follow the effect of the space they land on: **1. Challenge Square** One of the other players draws a Challenge card and reads it aloud. If the player answers correctly or overcomes the challenge with the right cards, they gain the associated skill. Otherwise, the card is returned to the deck and can be played again later. **2. Opportunity Square** The player draws an Opportunity card and reads it aloud. These cards provide immediate or delayed benefits: • Move faster • Get a bonus • Reduce the difficulty of a challenge • Roll the dice again • Ignore a challenge • Double a skill gained **3. International Day Space** When one of the players lands on the 'International Day' square, one of

	the other players draws a card from the 'International Day' pile and reads it aloud. If the player in question answers the question on the card correctly, they win a symbolic label for their company. **4. Obstacle Square** The player draws an obstacle card and reads it aloud. These cards make it more difficult for the player concerned to progress in the game: • pass the next challenge • no bartering on the next occasion **5. Bartering/Networking Square** These squares enable players to exchange Skill or Opportunity cards with one another by mutual agreement. They encourage cooperation and collective strategy. ***6. Inspection Square*** This box causes the player to lose a skill card. If they do not have any, they lose an opportunity card or a label they may have obtained. If they do not have any of these cards, they draw an obstacle card. ***END OF THE GAME*** **Collective victory:** When all characters have acquired the skills listed on their profile cards. **Collective defeat:** If the allotted time has elapsed before all profiles are completed. You can find the game here: https://www.canva.com/design/DAGtOJaCHB0/y1R3YKIHWRDXX0x7Ardmyw/view?utm_content=DAGtOJaCHB0&utm_campaign=designshare&utm_medium=link2&utm_source=uniquelinks&utlId=h04c8950f58 You can find the rules of the game here: https://www.canva.com/design/DAGtyoDGdkw/hTMn666E4-k7-g-F6IjAew/view?utm_content=DAGtyoDGdkw&utm_campaign=designshare&utm_medium=link2&utm_source=uniquelinks&utlId=hd0e4aa9a59

Reflection & Evaluation	What role did I naturally take in the game (leader, strategist, supporter, risk-taker)? What decisions am I proud of? What would I do differently? What skills did I gain during the game? Were they similar to what I value in real life? What obstacles felt realistic to me? Have I encountered similar ones before? Did the cooperative nature of the game change how I usually think about competition
Resources	https://www.canva.com/design/DAGtyoDGdkw/grRCDlwA7EabJ4motL8MkA/edit https://www.canva.com/design/DAGtOJaCHB0/9Qhn0ru5R4gUw6V63-Z_og/edit

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