EMPOWERHER

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

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GUIDELINES AND TEMPLATE FOR DEVELOPING EMPOWERHER ENTREPRENEURSHIP ACTIVITIES

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empowerherproject.eu

Introduction

The **EmpowerHER project** is committed to promoting gender-balanced entrepreneurship education by empowering young women through innovative, inclusive, and digitally accessible learning. As part of **Work Package 3 – Entrepreneurship Capacity Building Training for Youth Workers (YWs)**, Activity A3 focuses on the creation of a **bootcamp-style activity pack**. This document includes guidelines and templates for the activities for the consortium to develop these activities to support youth workers in delivering engaging, inspiring, and competence-based entrepreneurship education sessions with young people, especially girls aged 16–21.

This document provides:

- **Guidelines** on how to design youth-friendly activities using non-formal education methods
- A **template** for developing 30 activities (5 per partner)
- A list of **resources** for online and offline delivery that can support you in the process

Guidelines

Purpose

The activity pack will be used by Youth Workers (YWs) to:

- Support young people (YP) in developing entrepreneurial mindsets and skills
- Encourage active participation, teamwork, creativity, and initiative
- Promote gender equality, confidence building, and inclusive learning
- Offer non-formal, engaging formats for learning beyond traditional school settings
- Address real-life social and environmental challenges through youth-led ideation and innovation

Core Requirements

Each activity must:

- Be based on non-formal education methods: learner-centered, experiential, inclusive, and participatory
- Use real-life scenarios and problem-based learning
- Be engaging and accessible, regardless of the participant's background or prior experience
- Promote gender inclusion, avoid stereotypes, and encourage female leadership
- Be linked to at least 2 EmpowerHER competences, clearly indicated in the EmpowerHER competences framework for youth workers
- Last between 45 to 90 minutes, including reflection
- Include a reflection section to support learning consolidation
- Each partner needs to produce 5 activities (both online and offline) - all together 30 activities

Non-Formal Education Principles to Follow

Principle	Meaning in Practice for Your Activity
Voluntary participation	No pressure to participate; create a safe and open space
Experiential learning	Learning by doing—focus on hands-on challenges, not lectures
Peer-to-peer learning	Activities should promote interaction, collaboration, group tasks
Holistic development	Encourage personal, social, and cognitive growth
Value-based approach	Encourage ethical thinking, sustainability, gender equality
Learner-centred	Activity should be adaptable to the needs, interests, and pace of participants

Additional Resources to Help You Prepare

- EmpowerHER competencies framework for youth workers
- EmpowerHER resource bank
- Compass NFE Manual by CoE: https://www.coe.int/en/web/compass
- T-Kit 4: Intercultural Learning by Youth Partnership: https://pjp-eu.coe.int/en/web/youth-partnership/t-kit-4-intercultural-learning
- T-Kit 6: Training Essentials by Youth Partnership: https://pjp-eu.coe.int/en/web/youth-partnership/t-kit-6-training-essentials
- More resources from Youth Partnership: https://pjp-eu.coe.int/en/web/youth-partnership/essentials
- Digital You platform designed for youth organisations: https://dy-test.netlify.app/
- Digital youth work curriculum by Re(in)nnovating project consortium: https://drive.google.com/file/d/18GpwaOFktje6bkLAVGC8n6I5SBY9kbHY/view?usp=sharing

Tasks for each partner

1. Read this document and use it as a base when starting this task
2. Go back to the module of the EmpowerHER Competence Framework and make sure that activities that you are creating are aligned with the module
3. Create 5 activities following the template provided bellow in the document
4. Each partners need to produce activities that are available in the online and offline format, for the purpose of balance please keep the ratio 3:2 and share with the rest of the partners which ones they are doing. For keeping track of activities please fill this table before starting.
5. Please duplicate this document for each activity and naming it: EmpowerHER_A3_ModuleXY_Name_of_activity adjusting the information marked in yellow as well as filling the content accordingly
6. Please upload the document on the Admin platform in the folder: All files / 4. Work packages / WP3 / A3 ENTREPRENEURSHIP BOOTCAMP ACTIVITIES / or access it here.
7. Please notify the partners that you have completed the task

Timeline and deadlines

Partners receive templates: **10th June 2025**

Feedback on the templates: **27th June 2025**

Final version of the templates: **1st July 2025**

Deadline for partners to submit 5 activities based on the framework: **20th August 2025**

EmpowerHER Activity Template

Title of the Activity *Give your activity a short, creative, and descriptive title that captures the spirit or theme of the session.*	*The 5 Euro Challenge*
Partner *Please indicate which one of the partners from the EmpowerHER consortium is creating this activity*	SAN Lodz
EmpowerHER Competence Framework reference Please pick out to which module the activity is designed for: 1. Introduction to the Entrepreneurial Mindset 2. Driving Progress: Creativity and Innovation 3. Spotting Opportunities - Taking the Initiative 4. Social Entrepreneurship 5. Business Model Canvas 6. How to: Summer camps & pitching competitions Please specify concrete which competence within the module this activity is building	6: How to: Summer camps & pitching competitions
Competences Please specify concrete which competence within the module this activity is building	• Entrepreneurial Thinking and Creativity • Leadership and Initiative
Format *Indicate whether the activity is designed for:* *☐ Online delivery*	Offline (in-person)

☐ Offline (in-person) delivery *☐ Both formats*	
Target Group *Briefly describe the participants for whom the activity is intended. Include age range, level of experience, and if the activity is especially suitable for a specific group (e.g., young girls aged 16–21, beginners in entrepreneurship, mixed groups, rural youth).*	Mixed youth groups (inclusive), 16–21 years old
Duration *State the total time required to implement the activity.* *Ideal range: 45 to 90 minutes*	Duration: 90 minutes (including reflection)
Materials & Tools Needed List everything facilitators and participants will need. Separate for online and offline if necessary. - Online Examples: Zoom, Google Docs, Jamboard, Canva, Mentimeter - Offline Examples: Flipchart paper, markers, printed handouts, post-its	• Whiteboard or flipchart • Markers and pens • Paper • Access to simple tools or props (optional, if live business version is implemented)
Methodology *This is the core section of the template.* *Describe the step-by-step process of how the activity will be delivered, including:* • *Introduction: How will you open the session and explain the challenge?* • *Main task: What will participants do? How will they collaborate or*	1. Objectives: • To develop entrepreneurial thinking and creativity through problem-solving. • To encourage teamwork and resourcefulness. • To simulate real-life challenges in a low-risk, engaging environment. • To strengthen leadership and planning skills among participants. 2. Activity Description:

create something? • *<u>Presentation:</u> Will teams present? How will feedback be shared?* *Use short paragraphs or bullet points to make the flow easy to follow.*	Participants are divided into small groups (3–4 people). Each group is "given" a virtual amount of 5 euro (or equivalent local currency). Their task: come up with a small business idea or micro-initiative that could, hypothetically, be launched with just that amount. The group needs to: • Brainstorm possible products or services they could offer. • Plan how to acquire or create the product/service with limited means. • Consider marketing and customer acquisition. • Decide how they would re-invest possible profits. Optional twist (if time permits): give each group 5 real euro and send them out for 30–45 minutes to attempt a real mini-business — e.g., buying lemons and sugar to sell lemonade, creating handmade bracelets, etc. ## 3. Steps: 1. Introduction (10 min) Present the challenge and objectives. Discuss what "entrepreneurial mindset" means. Explain the time limit and rules. 2. Team Brainstorming (20 min) Participants develop their ideas. They may draw, write, or role-play. 3. Planning Phase (20 min) Each team outlines how they would execute their idea, what resources they would need, and how they would grow the concept. 4. (Optional) Real-World Test (30–45 min) If done as an outdoor exercise, groups receive actual money and execute their plan within a defined area and time. 5. Presentation (15 min) Each group presents their idea (and results, if tested) to the others. 6. Reflection (10–15 min) Guided reflection: o What was difficult about the challenge? o What surprised you? o What skills did you use most? o How does this apply to real business scenarios?

Reflection & Evaluation *List 3 to 5 debriefing questions the youth worker can use to help participants reflect on what they learned.* *Focus on encouraging personal insights, group learning, and links to real-life entrepreneurship.* *Examples:* • *What did you enjoy or find challenging?* • *What skills did you use or improve today?* • *How would you apply this idea in real life?* • *What would you do differently next time?*	**4. Reflection Section:** Ask participants the following: • How did your team approach the task with limited resources? • Did leadership emerge naturally in your group? • What did you learn about entrepreneurship and your own creativity? • What would you do differently with 50 euro? Encourage journaling or a short verbal sharing round.
Resources *List any links, worksheets, templates, or media (e.g., videos or example materials) used during the activity.* *Include references to tools, platforms, or existing EmpowerHER content (like the Portrait e-booklet or Resource Bank).*	

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