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THE DIDACTIC MINE OF YOUTH WORK

INTRODUCTION TO THE E-BOOK



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INTRODUCTION

The project

Preface

This project builds upon the extensive experience of each partner in the field of youth work and competence development.

We recognize how much social entrepreneurship and youth work have in common when it comes to fostering sustainable community development, benefitting the individuals and, particularly, youth.

The Project was written right after the COVID-19 pandemic which highlighted global socio-economic challenges, there emerged a critical reflection on the sustainability of traditional development models. This encouraged for a 'Great Economic Reset', emphasizing the need for environmentally sustainable development that takes also into consideration economic sustainability.

On the other hand, the European Training Strategy was undergoing a renovation process, showing the need for more effective capacity building in youth work and structured support for youth workers in education and training.

In this context, the partnership decided to build a Project that enhances entrepreneurial competences as those competences that can help the overall development of the individual, independently from his career orientation and empathizes social entrepreneurship as a tool for sustainable development providing answers to community challenges.

The Project comprises two main tools: a didactic manual and a board game. While designed to complement each other, these tools can also be used independently. Their primary aim is to assist youth workers in transferring entrepreneurial competences and knowledge on the Sustainable Development Goals to young people with the intent of raising awareness about the positive impact entrepreneurship can have on building a sustainable society.

Project mission

Rooted in the priorities set by the European Commission for the Erasmus Plus program, our Project develops along three fundamental dimensions: environmental sustainability, inclusion and diversity, and the empowerment of young individuals. The goal is to leave a positive mark on youth work, fostering a sustainable and inclusive future.

Our project seeks to stimulate environmental consciousness, with all actions meticulously planned to minimize our footprint. Aligned with the 2030 Agenda for Sustainable Development, Didactic Mine addresses the transition of young individuals from youth to adulthood, promoting active citizenship, initiative, and youth entrepreneurship.

The objectives

In this context, the objectives are:

1. **Developing entrepreneurial mindset:**

- Provide practical and adaptable resources for youth workers and learners.
- Foster a competence-centered approach to empower individuals in social entrepreneurship.

2. **Raising awareness for sustainable development:**

- Equip the youth work and education sector with information to understand individual impacts on communities and environment.

3. **Capacity building in youth NGOs:**

- Offer flexible instruments adaptable to diverse target groups and scenarios.
- Stimulate users to build interconnected tools, enhancing the quality and relevance of their activities.

4. **Promoting social and economic inclusion for youth:**

- Provide guidance and training to empower young people in their transition to adulthood.
- Facilitate access to tools for self-direction and increased opportunities, particularly for youth with fewer opportunities.

Project results

The **E-Book**: Resource for youth workers which contains 30 didactical activities targeted at 3 different age groups: kids, teenagers and young adults. It contains non-formal education activities to support the development of entrepreneurial competences linked to sustainability.

The **Boardgame**: it is an interactive tool on entrepreneurship and Sustainable Development Goals that brings the players to learn important concepts while competing to reach the final goal: accessing a problem that afflicts the society and find a solution for it through a social enterprise idea. The problems are based on real cases that bring examples of best practice of social enterprises.

Join us on this educational voyage, where our Didactic Manual serves as a compass, guiding youth workers, learners, and organizations in the realm of social entrepreneurship and sustainable development.

Together, we navigate towards a future where individual actions contribute to the well-being of communities and the planet.

The Manual features activities taken from educational manuals, tool kits and websites, output of entrepreneurial projects or part of entrepreneurial education cycles from public and private institutions. The activities have been adapted or reworked to serve the needs of this manual.

If you come across any instances of improper use, please do not hesitate to reach us out at didactic.mine@gmail.com.

The Project Team

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INTRODUCTION TO THE E-BOOK

THE E-BOOK

The **Didactic Mine of Youth Work E-book** is a dynamic and comprehensive toolkit to inspire entrepreneurial education and social entrepreneurship in young individuals. Tailored to benefit youth workers, youth organizations, youth leaders, youth centers, and educators alike, this e-book wants to support during the important transition from childhood to adulthood. The Didactic Mine of Youth Work E-book is made of didactic activities on entrepreneurial education and social entrepreneurship which are also related to SDGs. It is adaptable to different targets and can be used with young people of different ages and in different settings.

It contains 30 activities tailored to three distinct age groups:

- Kids aged between 6 and 11
- Teenagers aged between 12 and 17
- Youth in NEET from 18 to 30.

Each activity is thoughtfully accompanied by a brief video presentation, featuring diverse trainers and youth workers involved in their creation.

It can also be downloaded in its printable version.

The E-book is a valuable resource for youth workers and educators who are looking for concrete and easy-to-use activities to impart entrepreneurial education and social entrepreneurship. The E-book tackles a series of competences that are needed to start a (social) enterprise.

The activities serve as catalysts for young people, fostering the development of crucial life skills, including critical thinking, active citizenship, and ethical decision-making. For teenagers aged 12 to 17, the activities guide them in crafting future plans, unlocking their potential, and building self-awareness. As for older age groups, starting from 18, the activities are meticulously designed to nurture skills and competencies that pave the way for successful entry into the workforce.

How to use the toolkit

In this chapter, we will guide you through how to effectively utilize the Didactic Mine of Youth Work E-Book to empower and educate young people on entrepreneurial skills and social entrepreneurship.

This resource is designed to be flexible, easy to use, and adaptable to various age groups and settings. Whether you're a youth worker, a teacher, or someone interested in fostering a spirit of entrepreneurship in young minds, this guide will help you make the most of the E-Book's valuable content.

The one that you are reading is the final version after testing. We hope that you will find it useful, and we would really appreciate to receive your feedback. **If you notice any mistakes or you would like to improve any parts, please do not hesitate to write to didactic.mine@gmail.com.**

The Didactic Mine of Youth Work E-Book is a comprehensive resource that contains 30 didactic activities focused on entrepreneurial education and social entrepreneurship. Here's how you can effectively use the E-Book:

Tailoring to the participants. Before diving into the activities, consider the age and background of your audience. Choose activities that best suit their level of understanding and engagement. The E-Book's adaptability is one of its strengths.

Nowadays, young individuals are increasingly comfortable with utilizing digital tools for their education. Youth workers are adapting to this trend by exploring the integration of traditional non-formal education methods with digital tools. This combination allows for a dynamic and comprehensive educational approach that aligns with the needs of modern learners.

In this sense, the activities, and exercises that we are proposing can easily be implemented with traditional methods, with digital tools or with a combination of both. The trainer is free to add elements to the sessions (they can include movie nights for examples) if they feel confident on how to run them!

Preparing the environment. Create a conducive learning environment, whether it's a classroom, community center, or a youth club. Ensure you have the necessary materials for each activity.

Try out the devices and check all materials before starting.

ALL activities with kids should be planned by creating a comfortable environment, with jokes and funny sketches.

Especially when working with kids it is necessary to make sure that they are familiar or able to understand the terms that you use. Consider the opportunity to create a key words dictionary.

Consider to re-module the activities using a mix of digital and traditional tools, to be as sustainable as possible.

Make sure to **prepare yourself** on the content getting additional knowledge if needed. Familiarize yourself with the definitions of social entrepreneurship and social innovation and search for some real examples to support your explanations.

Read the full activity before starting to play it.

Step-by-Step implementation. Each activity in the E-Book is accompanied by clear instructions and objectives. Follow these steps to ensure a smooth and educational experience for the participants.

Time suggested can vary depending on the number of participants and the characteristics of the group. Be ready to adapt it!

For all activities, the facilitator needs to introduce the concepts that are going to be addressed in the activity. According to the age of the participants the introduction could be made through a short video, a discussion, a short cartoon, a few questions, an interactive digital game.

Start the sessions with an energizer to make participants feel more relaxed and ready to learn and participate.

In some activities we suggest alternatives, in others we leave free choice to the youth workers. Once they will get familiar with theoretical concepts and with the activities it will become easier to build the sessions according to their own style and to the group of participants. In some cases, we recommend introducing the activities by a presentation with concepts or theoretical inputs, in other cases it is better to close the sessions with theoretical inputs. In any case, introduction and closing should be always present.

Encouraging discussion. Promote open dialogue and discussion during and after each activity. Encourage participants to share their thoughts, ideas, and reflections on what they've learned.

At the end, the facilitator should always conduct a debriefing and wrap up the conclusions, keeping it brief when working with kids as they may lose interest quickly. Consider reducing or increasing the questions for the debriefing according to the time and to the reactions of participants.

For junior facilitators and trainers, we recommend reading also the “T- Kit n°6” created thanks to a partnership between the Council of Europe and the European Commission. It aims to equip youth workers and youth trainers with the essentials of non-formal education training. It is a practical tool to develop training competences and learn more about educational theory, concepts, tools, practices, resources, as well as hands-on tips. The *T-Kit is available at T-Kit 6: Training Essentials.*

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INTRODUCTION TO THE E-BOOK

INSIGHTS INTO THE TOPICS

Social entrepreneurship

Social entrepreneurship is a dynamic and innovative approach to addressing pressing social and environmental issues while also sustaining businesses. This chapter aims to provide a thorough understanding of the concept and how it aligns with the Didactic Mine of Youth Work project's objectives.

Social entrepreneurship involves the application of entrepreneurial principles to create positive, lasting change in society. The European Commission (EC) provides an official definition of social entrepreneurship, which is relevant to understanding the project's context. According to the EC: *“Social enterprises are businesses with a social aim. They operate like any other business, but they are driven by the objective of having a positive impact on society. Their profits are primarily reinvested to achieve these social goals.”* At its core, it seeks to tackle social and environmental challenges through creative and sustainable solutions. Social entrepreneurs are driven by a dual mission: to generate revenue like traditional businesses and to address specific social or environmental issues. Social entrepreneurs often focus on areas such as poverty alleviation, environmental sustainability, education, healthcare, and community development. They use business strategies, innovative thinking, and a strong commitment to effecting change.

Social entrepreneurship is crucial for various reasons:

- **Solving Complex Problems:** It offers new and effective solutions to entrenched social and environmental issues that governments and traditional non-profits may struggle to address adequately.
- **Economic Empowerment:** It can create jobs, stimulate economic growth, and enhance the well-being of communities by addressing local problems.
- **Sustainability:** Social enterprises often adopt sustainable and ethical practices, contributing to a more environmentally responsible future.
- **Empowerment:** It empowers individuals to take charge of their communities, fostering a sense of ownership and responsibility.

To gain a deeper understanding of social entrepreneurship, you can explore various theoretical frameworks and references:

Societal Impact Theory: This **theory** suggests that businesses and entrepreneurs can create positive societal impacts while generating profits.

Triple Bottom Line (TBL): **The Triple Bottom Line** assesses a business's performance based on social, environmental, and financial dimensions.

Hybrid Value Creation: This **concept** focuses on creating value for both the business and society.

In the context of the Didactic Mine project, social entrepreneurship is adapted as follows:

“Social entrepreneurship, within the Didactic Mine project, is an approach that merges entrepreneurial principles with a deep commitment to solving social and environmental issues. Its primary goal is to empower young individuals to develop innovative, sustainable, and socially responsible solutions to address challenges within their communities. The profits generated through these social enterprises are channeled into achieving social objectives.”

This adapted definition emphasizes the project's mission to equip young individuals with the skills and knowledge to drive positive change in their communities.

Sustainable development goals

Sustainable Development Goals (SDGs) are a set of global objectives aimed at addressing some of the most pressing challenges facing our planet. These goals, established by the United Nations, provide a blueprint for creating a more sustainable, equitable, and prosperous world. In this chapter, we'll explore the significance of SDGs and how they align with the Didactic Mine of Youth Work project's mission.

The United Nations adopted the 2030 Agenda for Sustainable Development in 2015, outlining 17 interlinked goals, known as the Sustainable Development Goals (SDGs). These goals encompass a broad range of social, economic, and environmental issues, with the aim of eradicating poverty, protecting the planet, and ensuring prosperity for all. Each SDG has specific targets, and their achievement depends on the collaboration and commitment of governments, organizations, and individuals worldwide.

The SDGs play a pivotal role in shaping our global future for several reasons:

- **Global Cooperation:** They represent a rare instance of international cooperation, with countries, organizations, and communities working together to address shared challenges.
- **Holistic Approach:** The goals take a holistic approach, recognizing the interconnectedness of social, economic, and environmental issues.
- **Inclusivity:** The SDGs prioritize inclusivity, ensuring that no one is left behind in our pursuit of a better world.
- **Youth Empowerment:** The goals empower young people to take an active role in achieving sustainable development, encouraging innovation and responsible citizenship.

To gain a deeper understanding of Sustainable Development Goals, explore the following theoretical inputs and references:

- *United Nations 2030 Agenda*: The official United Nations website provides comprehensive information on the SDGs, including their background, targets, and progress. Explore [here](#).
- *UN Sustainable Development Knowledge Platform*: This platform offers a wealth of resources, reports, and data related to the SDGs, along with progress updates. Visit the [platform](#).
- *Academic Journals*: Journals such as the “[Sustainable Development](#)” journal and the “[European Journal of Sustainable Development](#)” provide scholarly insights and research related to sustainable development.

In the context of the Didactic Mine of Youth Work project, SDGs are pivotal. More specifically, by:

- **Incorporating SDGs into Didactic Activities**: The Didactic Mine E-Book includes activities that specifically align with the SDGs. These activities educate young people on the goals and inspire them to take action in their communities.
- **Empowering Youth Advocates**: By educating youth about the SDGs, we empower them to become advocates for sustainable development. They become agents of change, working towards achieving the goals in their local contexts.
- **Holistic Understanding**: We encourage young people to understand the interconnectedness of the SDGs. By recognizing that progress in one goal can positively impact others, we promote a comprehensive approach to sustainable development.
- **Global Awareness**: We emphasize that the SDGs are not just global goals but also local actions. Through the Didactic Mine project, we strive to create a sense of global citizenship, encouraging youth to think beyond borders and collaborate with others worldwide.

The Sustainable Development Goals are a universal call to action to end poverty, protect the planet, and ensure prosperity for all. They offer a unique opportunity to engage young people in meaningful ways, fostering a sense of responsibility and global citizenship.

In the Didactic Mine of Youth Work project, the SDGs are integrated into educational activities, encouraging young individuals to embrace these goals and work towards creating a more sustainable, equitable, and prosperous future for all. By instilling a sense of purpose and global awareness, we aim to empower youth to become leaders in the journey towards achieving the SDGs.

The Didactic Mine of Youth Work E-Book is a valuable tool for youth workers, educators, and anyone passionate about instilling entrepreneurial values and social responsibility in young minds.

The proposed activities are a mix of methodologies drawn from youth work and are rooted in non-formal education.

The Didactic Mine of Youth Work E-book is designed to be user-friendly and suitable for junior trainers as well. The overall objective is to develop innovative pathways that enable young people to acquire competences, thus supporting their personal and professional development.

By following the steps outlined in this chapter, you can maximize the impact of this resource and play an important role in shaping the future social entrepreneurs of tomorrow.

Remember, the goal is to empower young individuals with the skills and knowledge to create a more equitable and sustainable world. The Didactic Mine of Youth Work E-Book is your partner in achieving this noble objective.

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