

Introduction

Welcome to the second newsletter of the Entreled project!

Our project focuses on developing educational tools for VET learners and teachers to enhance entrepreneurial thinking in the circular economy.

In this issue, we will share:

- Updates on the progress of the digital educational games,
- The e-learning program for VET teachers, and
- Our upcoming partner meeting & training for VET teachers in Spain.



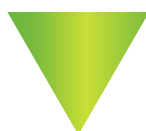
Current Activities








The first edition of the digital educational games has been completed. These games are designed for VET learners, including those with learning difficulties, aiming to foster entrepreneurial thinking within the circular economy.



What are these games?



- **EcoCompany: The Path to Sustainability**
A game exploring the principles of sustainable entrepreneurship within the circular economy, enabling learners to apply these concepts to their future businesses.
- **Welcome to your dreamcity!**
Create an ideal, environmentally friendly city following circular economy principles.
- **How does sustainable entrepreneurship contribute to society?**
Enhance core entrepreneurial skills, helping learners assess their business ideas with a focus on sustainability and social responsibility.
- **EcoLogic: The Sustainable Business Challenge**
Understand and apply the principles of the circular economy to a business in an accessible and engaging way.
- **EcoTech Quest: Digital Tools for GreenCompanies**
Explore how digital tools can boost the environmental and economic performance of green companies.

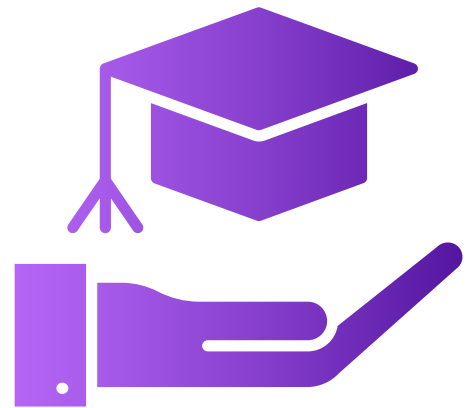


What's next?

The games will be translated into Greek, Italian, Spanish, and Lithuanian and will undergo piloting. This will enable VET teachers and learners from various countries to contribute to the final optimisation of the content.

E-learning course for VET teachers

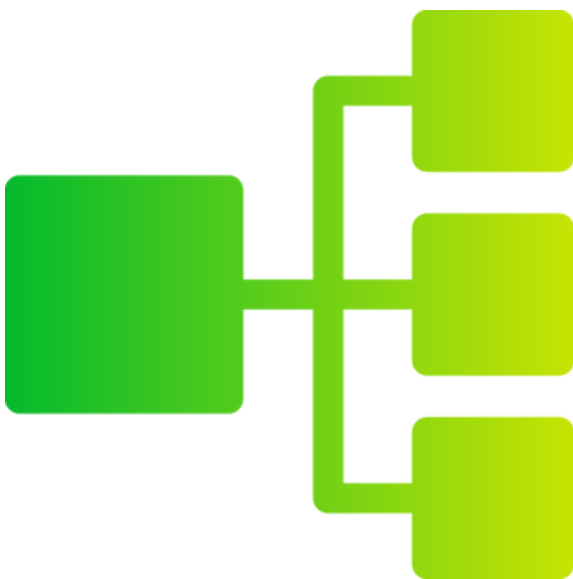
The project team has finalised the structure and content of the e-learning course for VET teachers. This program aims to enhance their skills in teaching circular economy concepts, sustainable entrepreneurship, and managing learning difficulties.



Structure of the Program

The program includes eight thematic modules:

1. Introduction to circular economy and sustainability
2. Entrepreneurship and sustainability
3. Green skills and circular economy
4. Digital tools for green companies
5. Development of sustainable companies based on the principles of circular economy
6. Create business strategies by using a sustainable circular economy model
7. Understanding Learning Difficulties
8. Evaluation of students with Learning Difficulties



What's next?

The e-learning platform is being finalised. Once complete, the educational materials will be translated into the partner languages to facilitate piloting.

Project Achievements and Milestones

09.2023

We set off!

Entreled project, funded by the Erasmus+ program started in September 2023 with a duration of 24 months



11.2023

Kick-off Meeting

In Vilnius, Lithuania on November 20-21, 2023.



02.2024

Brand identity is complete!

The Entreled website and social media platforms are now live!

[Website](#)

[Facebook](#)

[Instagram](#)

[You Tube](#)

[Tik Tok](#)

The dissemination material is available on project's website

[Poster](#)

[Leaflet](#)

[Promo Video](#)



05.2024

2nd Transnational Meeting

In Florence on May 16-17, 2024. The digital games in the spotlight!



06.2024

Games' scenarios are ready

All partners updated digital games scenarios after comments in Florence meeting.



09.2024

The first edition of the games is ready!

Internal testing of the games begins to finalise adjustments before piloting.



10.2024

Educational materials for the e-learning course are completed!

Development of the platform to host the e-learning course is underway.



Next Steps

Transnational partner meeting & Training for VET teachers

The next partner meeting will take place in Spain together with a 3-day training for teachers. During this meeting, VET teachers will receive training on gamification methodologies, managing learning difficulties, and incorporating Entreled games into their classrooms.

Project partners



VILNIAUS
AUTOMECHANIKOS
IR VERSLO MOKYKLA



consulting



Lietuvos švietimo ir
mokslo profesinė sąjunga



san
viator
sopuerta



learningdigital

Subscribe to our
newsletter



Follow us on



Co-funded by
the European Union

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the National Agency. Neither the European Union nor National Agency can be held responsible for them.