







## Welcome to the first issue of the Entreled project newsletter!

We are excited to share updates, information, and upcoming activities related to the Entreled project, which aims to promote inclusion and equal opportunities for vocational education and training (VET) learners with learning difficulties by developing their skills and competencies to work professionally in the circular economy sector.

In this first issue, we will cover: 





-  Project overview
-  Updates on our current activities
-  Highlights from our meetings
-  Achievements and milestones of the project
-  Next steps
-  Our partnership

## Creating opportunities for a brighter future!

The Entreled project is a 24-month initiative funded by the Erasmus+ program. It started in September 2023 and will be completed in August 2025. It is being implemented by a consortium of 5 partners from 4 countries: Lithuania, Greece, Spain, and Italy.

The project addresses a gap in VET, as individuals with learning difficulties face significant barriers in accessing it, resulting in low employment levels and social exclusion.

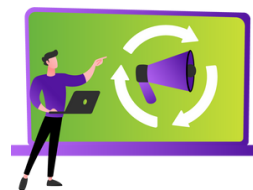
The project aims to: 

-  Empower **VET learners with learning difficulties** with entrepreneurial skills necessary for the circular economy sector.
-  Strengthen **VET teachers** with knowledge and skills for training individuals with learning difficulties.
-  Support the **family and relatives** of learners to improve the social and professional inclusion of those they care for.
-  Create a **network of stakeholders** and organizations committed to promoting the integration of VET learners with learning difficulties into the circular economy.



Stay tuned for inspiring stories, valuable resources, and opportunities to get involved!

## Project deliverables



An e-learning program for VET teachers



5 digital educational games for VET learners with learning difficulties

## Ongoing Activities

We are currently working on developing the five digital educational games. The goals of the games are multifaceted. For VET learners, they aim to develop skills for professional engagement in the circular economy sector, foster social responsibility and inclusiveness, and cultivate a sense of community and belonging. For VET teachers, the games support the implementation of gamification in the classroom, engaging learners through innovative methods.

The scenarios of the games are based on 5 topics related to circular economy:

- 🌍 Entrepreneurship and sustainability.
- 🌍 Green skills and the circular economy.
- 🌍 Digital tools for green companies.
- 🌍 Development of sustainable companies based on the principles of circular economy.
- 🌍 Create business strategies by using a sustainable circular economy model.



## Highlights from our meetings

### Kick-off Meeting

The first partners' meeting took place on November 20-21, 2023, in Vilnius, Lithuania. We had the opportunity to discuss project management issues, define its partner's tasks, and discuss the project deliverables in detail.



### 2nd Transnational Meeting

Our next meeting was held in Florence on May 16-17, 2024. The discussion focused on the 5 digital educational games for VET learners with learning difficulties, which the project will develop. The partners presented initial drafts of the game scenarios and proposed improvements to proceed to their development phase. We also laid the foundation for creating the digital training program for VET trainers, as we finalized the basic structure and the corresponding platform on which it will be developed.

# The project's achievements and milestones until today!

## 09.2023 - We set off!

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



## 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](#)

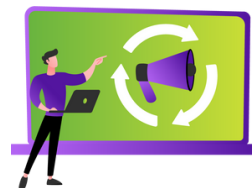
## 06.2024 - Games' scenarios are ready.

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



## 11.2023 - Kick-off Meeting

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



## 05.2024 - 2nd Transnational Meeting

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



## Next Steps

Experts in circular economy and in learning difficulties will be invited to evaluate the content of the final games' scenarios. The goal is the pilot draft of the games to be ready in all languages by December 2024.

Macrostructure of Online Training Courses will be developed by July, 2024. Partners will develop contents for the separate course modules.

### Project partners



Next meeting in April 2025 in Bilbao, Spain!

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