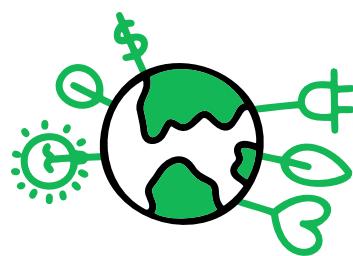


Celebrating Achievements, Sharing Results, and Looking Ahead!



As ENTRELED reaches its final stage this August, we are excited to share the key milestones of the past months. Our digital games and e-learning course are now fully developed, tested, and available for use, while multiplier events across Europe have introduced these resources to educators and stakeholders. The piloting phase has also been successfully completed, providing valuable feedback from teachers and learners and shaping the final improvements to the project's results. In this newsletter, we look back on these achievements and outline how ENTRELED's tools can continue to benefit VET education beyond the project's lifetime.



**ENTRELED's tools can continue to benefit VET education
beyond the project's lifetime**

The ENTRELED project has developed two key resources to boost entrepreneurial and green skills for VET learners, including those with learning difficulties.

Digital Educational Games



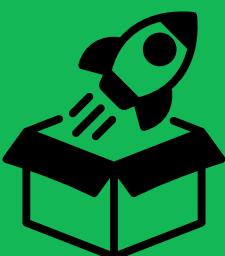
Five interactive online games that turn circular economy and entrepreneurship into an engaging learning experience, especially for learners with individual abilities. Through realistic scenarios, learners can explore sustainable business decisions while having fun. – [Explore the games](#)

E-learning Course



An eight-module training programme for teachers, combining theory with practical examples on sustainability, entrepreneurship, and inclusive teaching. It is designed to support educators in bringing innovative methods into their classrooms and can also be used for professional development. – [Access the course](#)

Both the games and the course are freely available in five languages (English, Greek, Italian, Spanish, Lithuanian) and can be used in the classroom or for self-learning, helping teachers and learners connect entrepreneurship with sustainability in an inclusive and interactive way.



Piloting the ENTRELED Tools Across Europe

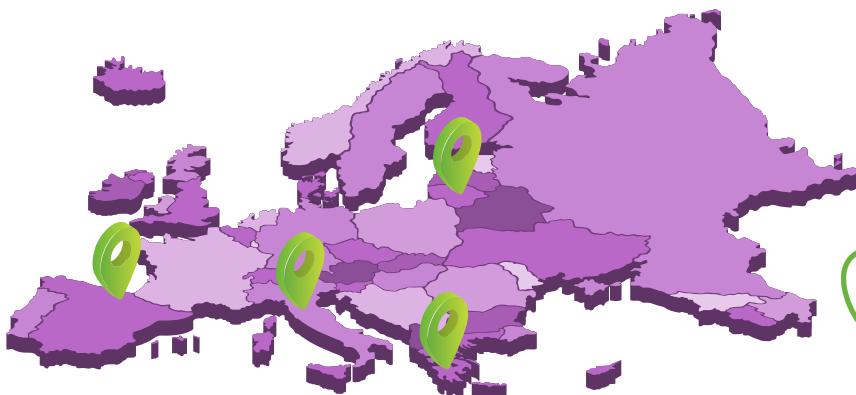
Between May and July 2025, the ENTRELED project tested its five digital games and online training course with VET teachers and learners in all partner countries. The piloting combined **in-person sessions** with **online activities**, allowing schools and training centres to integrate the tools into real classroom settings.

Learners praised the **interactive design and real-life scenarios** of the games, noting how they made entrepreneurship and sustainability concepts easier to understand and apply. Teachers highlighted the **clarity and practicality** of the training modules, as well as the platform's **user-friendly navigation and progress tracking**.

Evaluation feedback confirmed a high level of satisfaction, with both learners and educators reporting increased creativity, critical thinking, and eco-awareness. The positive outcomes of the piloting phase provide a strong basis for integrating ENTRELED resources into VET education beyond the project's lifetime.



Multiplier Events Across Europe



Lithuania – VAVM *

VAVM presented ENTRELED's results to members of the Lithuanian Association of VET Providers, gathering school leaders and educators from across the country. The event highlighted the practical value of the digital games and sparked interest in integrating them into daily teaching.



Greece – p-consulting.gr *

p-consulting.gr organised the final multiplier event of ENTRELED in Patras, gathering VET educators, teachers, and local stakeholders. Participants explored the project's digital games and e-learning platform, hearing first-hand how these tools connect entrepreneurship with sustainability in inclusive VET education.

Lithuania – LESTU *

In Kaunas, LESTU hosted a lively conference with 22 participants from vocational schools and local organisations. Teachers explored ENTRELED's e-learning platform and digital games, discussing how to adapt them to their students' needs and integrate them into curricula.



Italy – Learningdigital



Learningdigital's event in Torino welcomed 30 VET teachers and trainers from the Piedmont region. Participants experienced the ENTRELED games first-hand, learned about micro-credentials, and explored strategies for embedding sustainability and entrepreneurship into everyday teaching.

Spain – Centro San Viator



Centro San Viator's multiplier event brought together teachers and VET managers to review the project's results and piloting experience. The educational games drew particular interest, inspiring discussions on how to motivate students with additional learning needs through interactive methodologies.



What's next?

ENTRELED might be wrapping up, but the journey doesn't stop here! Our games and e-learning platform will continue to inspire teachers and learners to think green, act creatively, and embrace entrepreneurship in classrooms across Europe.

As we move forward, we invite teachers, trainers, and VET institutions to explore the resources, integrate them into their lessons, and share them with their networks. Together, we can keep promoting entrepreneurship and sustainability in inclusive and engaging ways!





inspire teachers & learners
to think green
act creatively
embrace entrepreneurship
in classrooms across Europe

Scan for more



Project partners



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.