

Tools for Active Knowledge on Entrepreneurship

**T.A.K.E.**



2.0

## Partner organisations:

Carpe Diem udruga za poticanje i razvoj kreativnih i socijalnih potencijala djece, mladih i odraslih (Croatia)

Asociatia ADDO (Romania)

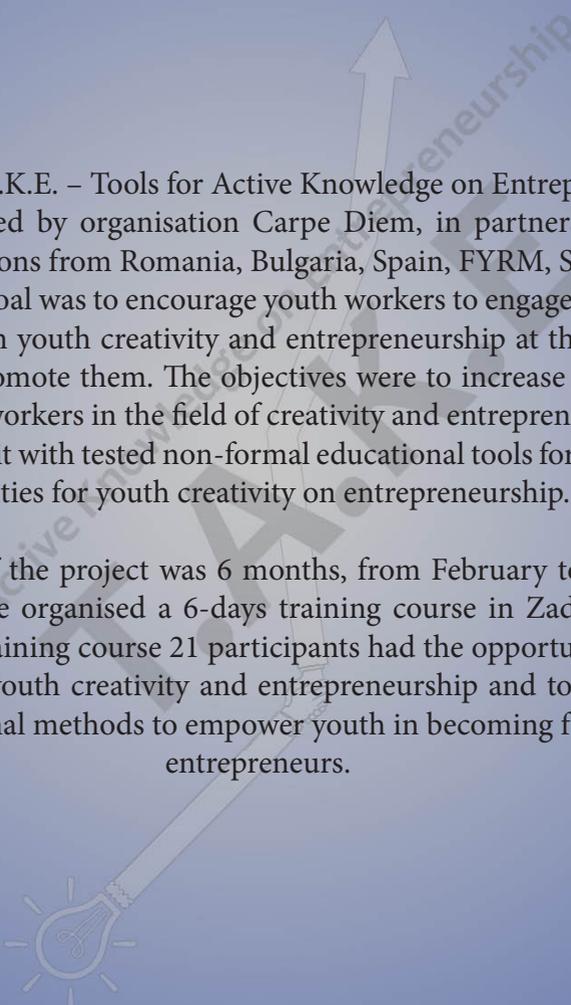
Celjski mladinski center, javni zavod za mladinsko kulturo, izobrazevanje, informiranje in sport (Slovenia)

Kistarcsa Cultural Association (Hungary)

Young European Leaders Society (Bulgaria)

Council for Prevention of Juvenile Delinquency (SPPMD) (Former Yugoslavian Republic of Macedonia)

La Vibria Intercultural (Spain)



The project T.A.K.E. – Tools for Active Knowledge on Entrepreneurship was implemented by organisation Carpe Diem, in partnership with 6 other organisations from Romania, Bulgaria, Spain, FYRM, Slovenia and Hungary. Our goal was to encourage youth workers to engage in non-formal activities on youth creativity and entrepreneurship at the European level, and to promote them. The objectives were to increase the competence of youth workers in the field of creativity and entrepreneurship and to create a toolkit with tested non-formal educational tools for developing abilities for youth creativity on entrepreneurship.

The duration of the project was 6 months, from February to July 2015. In May 2015 we organised a 6-days training course in Zadar, Croatia. Through this training course 21 participants had the opportunity to gain knowledge on youth creativity and entrepreneurship and to create new non-formal methods to empower youth in becoming future entrepreneurs.

## TITLE OF THE ACTIVITY / TOOL: Lost in translation

Category of the activity: team work,acquiring new skills

Thematic:creativity

Objectives: To develop creative thinking,improvising skills

Conditions:No specific conditions

Resources needed: paper and pen

Group size:2 persons

Time: 5-10 minutes

Step-by-step:

Preparation

Organiser of the game choose 5 topics

One of the players is an expert on topic that he picked, he speaks language that only the other player understands

The other player translates what expert says.

Instructions

1. Empathize and define >in this phase translator has to put him self in place of expert and the expert in place of translator <
2. Ideate >in this phase the point is to be as creative as possible and use your imagination <
3. Prototype >write different topics on paper <
4. Test >in this phase the group test their prototypes,meaning they play the game by them selfs to see if its understandable.
5. Implement > in this phase we implement the game by acting.

Evaluation

After the game,players and the group reflect on the game and the organisers ask the group for improvements.

Topics and questions for debriefing:

What was the challenge?

Advices for the leader

There is no leader,is a role-playing game

## TITLE OF THE ACTIVITY / TOOL: Motivation puzzle

Category of the activity: team work

Thematic: motivation

Objectives: to motivate young people and to be persistent in life

Conditions: indoor

Resources needed: computer, projector, chairs, paper

Group size: 10-20 people

Time: 20-30 minutes

Step-by-step:

Preparation

The group sits down and prepares to watch a motivational video.

Instructions

1. Show a motivational video, 3-4 minutes long.
2. After the video finishes, someone goes around with a bag containing quotes divided into two parts (one quote is written on two papers, first part of the quote on one paper, the second part on the other paper), and every person takes one paper from the bag.
3. Then someone announces that people need to find the other half of the quote.
4. Then a song "Nickelback – What are you waiting for?" plays, and the length of the song is the time limit for people to find the other half of the quote.

Evaluation

When they find the other half of the quote, they all stand in a circle in pairs (both parts of a quote) and evaluate the quote with the rest of the group (they say how they see and understand the quote they found).

Topics and questions for debriefing:

"What did everyone think about the game?"

"Was the game motivational for you?"

"What did you think about the video?"

Advices for the leader

If someone does not find the other half of the quote or they don't understand it, the leader should help the participant with hints.

## TITLE OF THE ACTIVITY / TOOL: Selfconfidence box

Category of the activity: †Team work game, selfconfidence

Thematic: selfconfidence

Objectives: To keep on trying cooperating and doing the task as a team

Conditions: Indoor in a large room

Resources needed: Chairs

Group size: from 10 to 30 persons

Time: 10 minutes

Step-by-step:

Preparation

Participants have to stay in two lines and try to point into the box. There are 3 rounds.

Instructions

1. One person is throwing the ball while the others are cheering.

Evaluation

The main goal is to focus

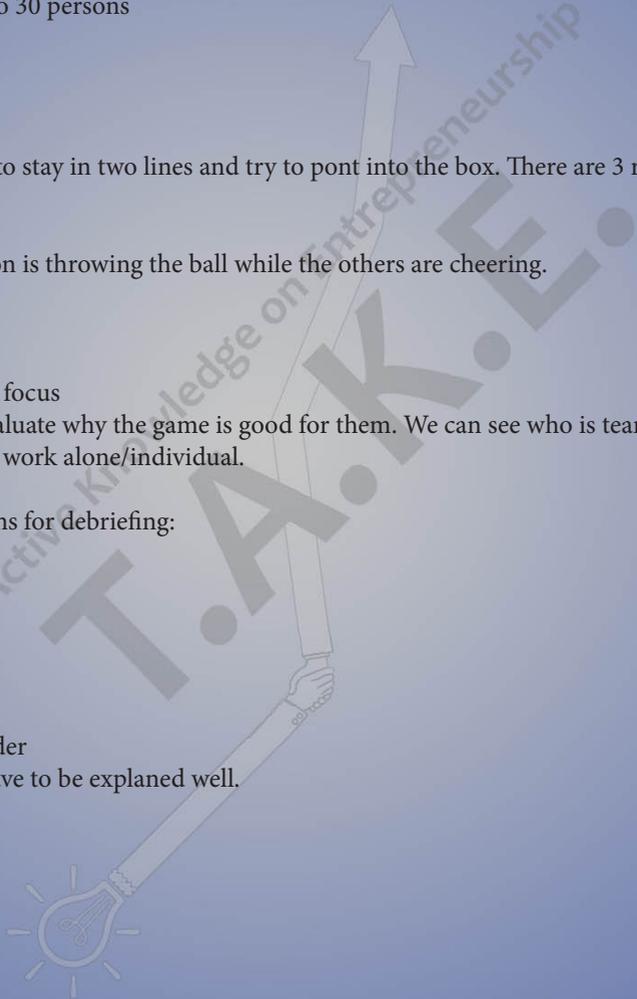
The team has to evaluate why the game is good for them. We can see who is team player and who likes to work alone/individual.

Topics and questions for debriefing:

- team work
- selfconfidence
- motivation
- energizer

Advices for the leader

The instructions have to be explained well.



## TITLE OF THE ACTIVITY / TOOL: Tarantula game

Category of the activity: Team work game, perseverance

Thematic: Perseverance

Objectives: To keep on trying cooperating and doing the task as a team

Conditions: Indoor in a large room

Resources needed: Chairs

Group size: from 10 to 30 persons

Time: 10 minutes

Step-by-step:

Preparation

Participants have to put chairs in the room. There are so many chairs as people who are playing.

Instructions

1. One person is tarantula and the other participants are ants.
2. One chair is empty.
3. The tarantula tries to seat on an empty chair.
4. People have to move quickly from one chair to another and they can't let the tarantula to seat on empty chair.
5. Ants must work as a team and not let to tarantula to seat on an empty chair.
6. The next tarantula is the person who left that chair that tarantula is now sitting on now.

Evaluation

The team has to evaluate why the game is good for them. We can see who is team player and who likes to work alone/individual.

Topics and questions for debriefing:

- team work
- perseverance
- motivation
- energizer

Advices for the leader

The instructions have to be explained well.

## TITLE OF THE ACTIVITY / TOOL: Business Hunt Game

Category of the activity: team work, acquiring new information,

Thematic: entrepreneurship, business,

Objectives: to learn new informations about entrepreneurship, business, learning how to select useful informations

Conditions: outdoor if the weather allows or indoor in a large room

Resources needed: cardboard, scissors, markers, sticking tapes, colored paper, forms about the documents needed

Group size: from 3 participants and above or it can be a group of participants like one player

Time: from 30 min untill 2 hours

Step-by-step:

Preparation

The group is divided into teams, ( each team can have up to 5 members)

Each team is is provided with the form which guided them to move from one place to another, on the forms is written which is the next step, or next office, which is like a structure, and then they should go from one place to another to get the right information and to gather the right documents which are needed to open their own company or business, on each point like information office( tax office, chamber of commerce, bank, local company, national registration office) they should ask about information, which are provided by the other players, and they should go through the process, like in the real life opening business, just in the simulation of the game.

Instructions

They have to move from office to another to finish their business papers in order to open their own company, and in the end, they get one document which is- Congratulation you have opened your own company! The first who will finish the proccers of gathering the papers/documents is the participant/group who wins.

Evaluation

After all the teams/participants finish their chalenge, they should discuss with the whole group of participants how was the process and is it easy or difficult to open a business or the process is with obstacles.

Topics and questions for debriefing

Advices for the leader

Be clear with the instructions, about what should they do, and give support for the team/players.

## TITLE OF THE ACTIVITY / TOOL: Tower game

Category of the activity: Perseverance

Thematic: Perseverance

Objectives: To keep on trying cooperating and doing the task as a team

Conditions: Indoor in a large room

Resources needed: A table, chairs, cards

Group size: from 2 to 10 persons

Time: 3 - 10 minutes

Step-by-step:

Preparation

We have to prepare tables, chairs and cards.

Instructions

1. We set tables and chairs for each participant.
2. Every participant has to get at least 20 cards.
3. In limited time (3 – 10 minutes) they have to build a tower as higher as they can.
4. The winner is a participant who builds the biggest tower at the end of a time.

Evaluation

The team has to evaluate how they managed to build their towers and what were the problems and difficulties. And how did they felt when the tower fell down.

Topics and questions for debriefing:

- perseverance
- motivation

Advices for the leader

The instructions have to be explained well.



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