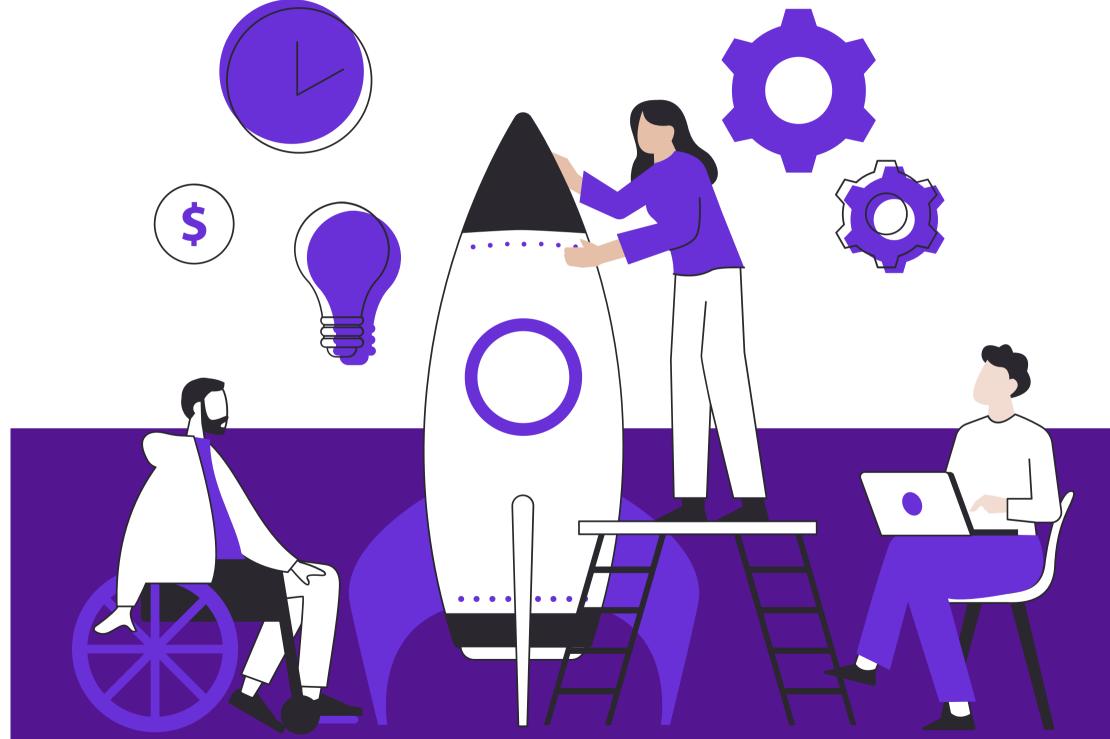


LET'S START THE ENTERPRISE

TRAINING COURSE

08.05.2023-18.05.2023, POLAND





WHAT IS ERASMUS+?

Erasmus+ is the European Union program for education, training, youth and sport.

This programme, aims to modernize education, training and youth work across Europe. It offers exciting opportunities for participants to study, work, volunteer, learn and train abroad in Europe.

For more info, click below! https://erasmus-plus.ec.europa.eu









WHO ARE WE?

The hosting organisation is Furora Foundation, young organisation established in 2021, based in Warsaw. Our mission is to create and equal opportunities for development, increasing personal competences, promote active citizenship and raise awareness about current values like, social inclusion or cultural diversity especially among young people with fewer opportunities.

Through non-formal education, we put emphasis on empowering young people to better understand the importance of personal development, develop proactive attitudes, and raise awareness of their capabilities and capacities.

Our goal is to provide opportunities for everyone to participate in European projects and explore themselves, gaining new experiences, breaking barriers and combating negative stereotypes.









PARTICIPING ORGANISATIONS

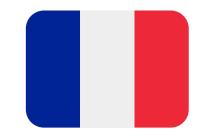
- FURORA FOUNDATION (POLAND) 6 PARTICIPANTS
- YOUTH ENTERPRENEURSHIP CLUB (GREECE) 6 PARTICIPANTS
- GAMING HOUSE (SLOVENIA) 6 PARTICIPANTS
- 4 SİTODED (TURKEY) 6 PARTICIPANTS
- 5 AVEC FRANCE (FRANCE) 6 PARTICIPANTS





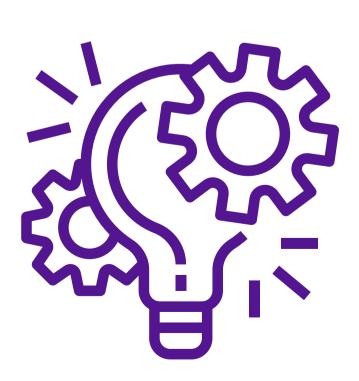






PROJECT BACKGROUND

Despite the overall decline in youth unemployment over the past seven years (from 24.2% in 2013 to 15.4% in 2021), the outbreak of the coronavirus pandemic has further highlighted the difficulties faced by young generations entering the labor market. To highlight the post-pandemic future, 2022 has been designated the European Year of Youth, focusing on the role of European youth in building a better future greener, more inclusive and digital. Young people should be able to play an active role in the EU, both socially and economically, thereby contributing to the fight against unemployment, creating decent and fair jobs and promoting social inclusion and innovation.



The key challenge is the lack of specialized training and education in this sector, which requires a holistic and integrated approach. This topic is always approached very generally, without any real professional input into matters such as budgeting, scheduling, fundraising, presenting the idea to potential investors, or using digital tools to guide and promote the company's activities. To overcome this challenge, our project is aimed at youth workers who work with young people. We are committed to bridging the gap in providing vocational education and training in the entrepreneurial skills needed by creative young people to enter and thrive in the labor market of a rapidly evolving economy in Europe.

ABOUT THE PROJECT

Let's start the enterprise is a training course for youth workers, educators, youth leaders who would like to develop their business ideas and learn about new technologies and digital solutions that are useful in running a business.

By implementing the project, we also want to achieve wider recognition and visibility of social entrepreneurship as a tool for creating synergy between solutions to the problems of modern youth and their business ideas, and to encourage young people to think innovative and creative and use social entrepreneurship as a tool to create a more sustainable society.



MAIN PROJECT OBJECTIVES



TO DEVELOP THE ESSENTIAL ENTERPRENEURIAL SKILLS AND COMPETENCIES



TO PROVIDE TOOLS AND METHODS ON HOW TO DEVELOP BUSINESS IDEA, OPEN AND RUN IT



TO EQUIP YOUTH WORKERS WITH THE TOOLS AND METHODS FOR TRAINING



TO PROVIDE THE OPPORTUNITY TO EXCHANGE EXPERIENCE IN THE FIELDS OF ENTREPRENEURSHIP

METHODOLOGY

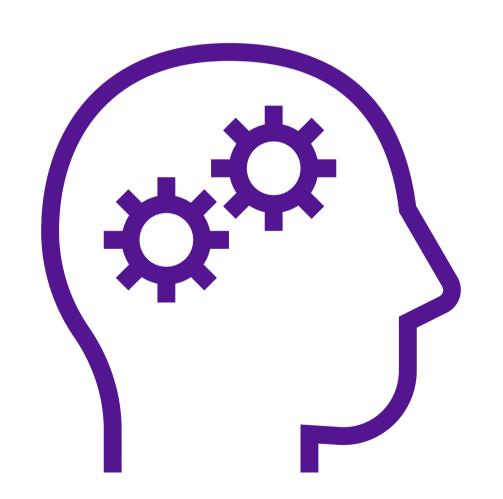
During the training participants will take part in the workshops based on non-formal educational methodology as discussions, brainstorming, simulations, role playing, group and individual reflections, daily evaluations and monitoring of learning progress, field games, intercultural evenings, study visits or implementation of creative practical tasks with the use of virtual tools

#1

The leading learning approach during the training course would be experiential learning (D. Kolb). Participants will go through the learning process which is following the cycle of experience, analyse, conceptualization and practise.

#2

The second approach is learning, which gives the participants deeper reflection on their performance and growth of their personal and professional competencies.



WHAT WILL YOU LEARN?



Managing the enterprise



Using blockchain and artificial intelligence



Problem solving and facilitation



Creating Road Maps and business plan



Budgeting & scheduling



Creating websites

ACTIVE PARTICIPATION

By taking part in this project, you are confirming that you are going to be active in all phases of the project:

PREPARATION

preparation of cultural evenings, preparation of energizers and games (at least 3 per country), familiarization with the topic, preparation of information about sending organization, completion of a draft business plan, which will be shared on the fb group

IMPLEMENTATION

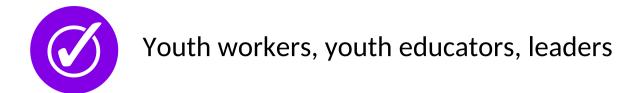
All the participants will be expected to be present and active in all the activities, unless being ill. Unauthorized absence from the activities and workshops won't be tolerated.

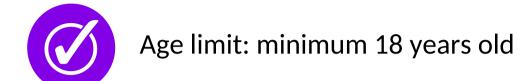
DISSEMINATION

The dissemination of the project's results is one of our priorities as it is increasing the impact of our action. After the project participants are obligated to make follow-up activities.

PARTICIPANTS PROFILE

The profile of the participants is closely related to the subject of the training: young people working with youth, youth leaders and social workers, whose target group are young people, also from remote and rural areas. These are mostly people aged 18-30 who can communicate in English at least communicatively. They are highly motivated to acquire new social entrepreneurship skills and knowledge to help their communities, and some of them already have an idea for a business or social initiative that they will be able to bring to life thanks to the project.

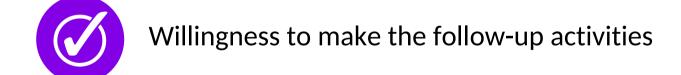








Motivation to learn about social enterprises, business strategies and new technologies



PROJECT TIMELINE



Arrival day with dinner for all participants

MAY, 8

Activities from the program with 3 meals per day

MAY, 9-17

Departure day with breakfast for all participants

MAY, 18





PROJECT VENUE

The project Venue is Wisła, nestled in the Beskidy Mountains. This charming town is known for its scenic beauty and peaceful atmosphere, making it the perfect place to disconnect from the distractions of daily life and focus on personal and professional growth.

Wisła is the pearl of the Silesian Beskids. The picturesque mountain town is located in the Silesian Voivodeship, Cieszyn County, near the border with the Czech Republic and Slovakia. The city center is located at an altitude of 430 meters above sea level, and the highest point - 1220 meters above sea level. is located on the top of Barania Góra, on the slopes of which the Vistula River has its source.

Wisła is not only renowned for its natural beauty, but also its rich cultural heritage. Participants can explore the town's numerous museums, art galleries, and historical landmarks, and engage with the local community, which is known for its warmth and hospitality.







TRAVEL

The nearest airports we recommend are:

- Krakow Balice Airport
- Katowice Pyrzowice Airport
- Chopin Airport (Warsaw)
- Modlin Airport (Warsaw)

You can also fly to another airport in Poland, and then come to project venue by train. **Despite this, we strongly recommend, if possible, to reach the project venue using green travel - preferably by car with your national group or by Flixbus.**

You are allowed to spend a maximum of 2 additional days in Poland outside of the indicated period of mobility, in this case, it is the participant's responsibility to cover the additional costs (accommodation, food, etc).

Before purchasing any tickets consult with organisers and wait until they are approved by email.

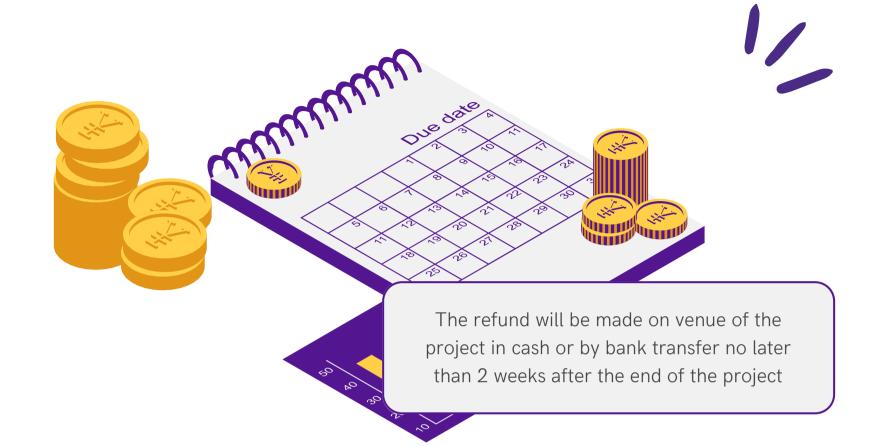
Tickets that were not approved are not subject to reimbursement.

REIMBURSEMENT

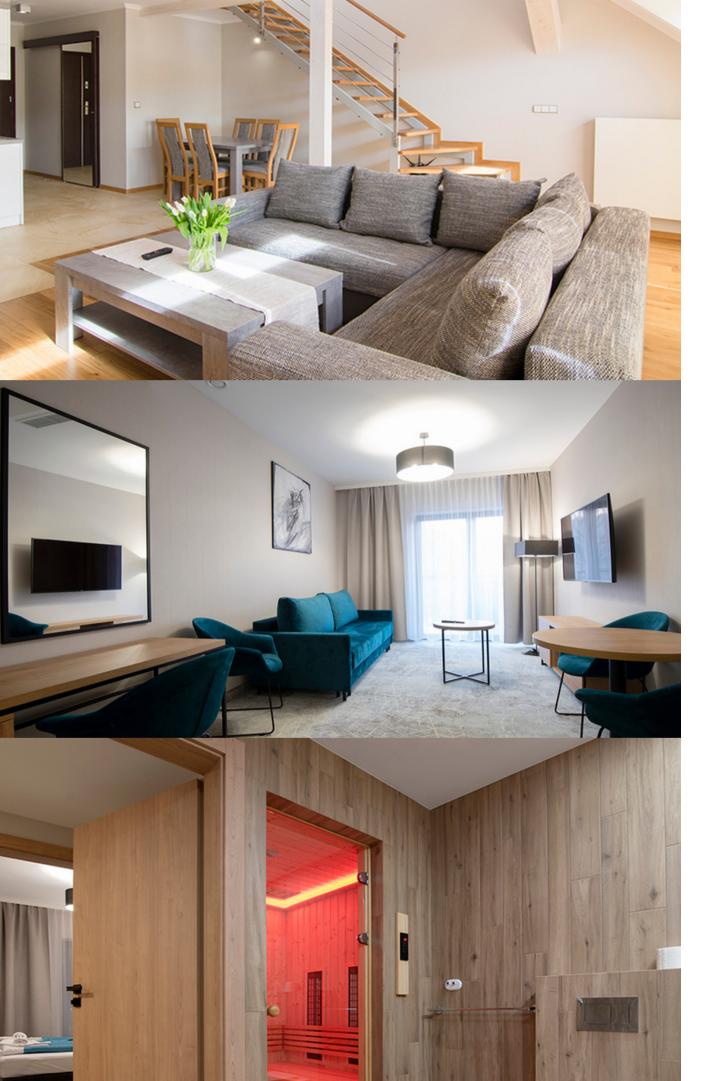
Participants will be reimbursed for their travel expenses up to the amount available for their countries and no more than their real costs.

To receive reimbursement all participants will have to:

- Submit the individual participant report (an email titled "Erasmus+ participant report" with the link for the EU survey);
- Fill out the reimbursement form and provided all your travel documents (invoice, boarding passed, etc.) to organisers;
- Send proofs of dissemination activities.



Poland	180 EURO
Greece	275 EURO
Slovenia	180 EURO
Turkey	275 EURO
France	275 EURO



ACCOMODATION

Participants attending the event will have the opportunity to stay in spacious, two-level apartments located within the Jarzebata hotel complex. The apartments are designed to provide guests with a comfortable and relaxing stay, equipped with all the necessary amenities for a comfortable living experience.

Each apartment includes a private bathroom, fully-equipped kitchenette, and some even come with a sauna, providing the perfect setting for relaxation and rejuvenation. Guests can enjoy the privacy and convenience of their own space while still being in close proximity to the event venue.

For added convenience, the hotel provides towels and bed linen for all guests, ensuring a hassle-free stay. Additionally, internet connectivity is available throughout the training area, allowing participants to stay connected with their work and loved ones even while away from home.

Adress: 43-460, Wisła ul. Miła 2

FOOD

Food will be provided by the organizers for the duration of stay. It will take the form of a balanced diet in the form of a box diet delivered daily by dietary catering.

The box diet will contain carefully selected and nutritious dishes that will cater to the dietary requirements of the participants. Participants can expect a variety of delicious and healthy meals that will provide them with the energy they need to fully engage in the event.

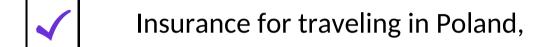
In addition to the daily meals, coffee, tea, and sweet treats will also be provided during the coffee breaks each day. This will give participants the opportunity to take a break, recharge their energy, and connect with fellow attendees in a more relaxed setting.



WHAT TO BRING?







- Positive attitude,
 - Clear mind without stress of doing some work/home task during the TC,
- Comfortable clothes and shoes,
- Traditional food, drinks and souvenirs for intercultural evenings (if you like to have some intercultural evenings/breaks),
- Medicine in case you get sick, as we can not provide you with any of those,
- ✓ Laptop!!!

COMMUNICATION





Please join both groups. We will publish there important organizational informations and it will facilitate our communication!!!



CONTACT

If you have any questions, please do not hesitate to contact us at: project@furora.org

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