THINK
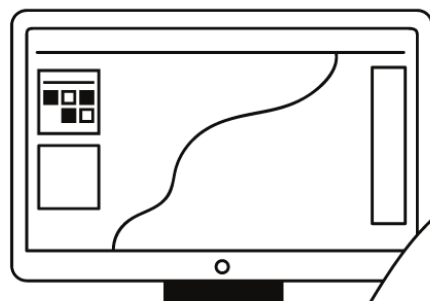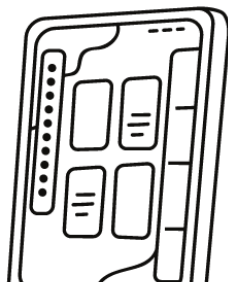# SOCIAL

THINK SOCIAL TOOLKIT: SETTING UP THE SUPPORT CENTRES-HUBS FOR SOCIAL CHANGE AND SUSTAINABLE DEVELOPMEN

Project Website

thinksocial.4learning.eu

THINK SOCIAL

PROMOTING SOCIAL ENTREPRENEURIAL
MINDSETS FOR A SUSTAINABLE FUTURE

Table of Contents

Co-funded by the
Erasmus+ Programme
of the European Union

1. Think Social: : Promoting social entrepreneurial mindsets for a sustainable future

Overview

The THINK SOCIAL project aims to encourage and enable disadvantaged groups of adults or adults with fewer opportunities, such as migrants, refugees, asylum seekers, low-skilled or low-qualified with a main focus on women to foster the social entrepreneurship idea and spirit in their local and at the EU level through the exchange of good practices and the adoption of innovative digital strategies.

The overall goal is to promote the social entrepreneurship mindset for adults in such a way as to become ambassadors and innovators of sustainable development and growth in their communities using environmental and cultural challenges. At the same time, through non-formal learning approaches, the project aims to raise awareness of and promote the solidarity dimension of social entrepreneurship policies and practices and young adults contribution to local development.

The THINK SOCIAL project complies with the 2019 European Green Deal announced by the European Commission, as it promotes a holistic way of promoting social and sustainable routes towards addressing unemployment among vulnerable adults.

Priorities and target groups

The project promotes 3 main priorities:

 - ADULT: Improving and extending the supply of high quality learning opportunities tailored to the needs of individual low-skilled or low-qualified adults

- HORIZONTAL: Environmental and climate goals:

 - HORIZONTAL: Innovative practices in a digital era

Two are the main target groups:

- Vulnerable groups of adults or adults with fewer opportunities (aiming for young adults) such as refugees, migrants, asylum seekers, including low qualified,

unemployed, low-skilled or low-qualified, with a main focus on women, thus addressing the issue of equality.

- Adult educators or social workers and trainers who have an interest in social entrepreneurship & local community development.

The project envisions to pilot-test the grassroots idea (outreach strategy) of setting up THINK CENTRES based on synergies to be created with other stakeholders at the local level in order to empower and equip the refugee/migrant adults especially women, with targeted social entrepreneurial skills in order to support their families and their local communities as well as to enhance the social economy of the participating countries and Europe's as a whole.

Social Entrepreneurship is an effective way to fight unemployment among vulnerable groups of adults, however policies, training and tools have not yet been developed to a level as to address the needs of low-skilled adults. Especially when different countries are faced with the same problem it is necessary to consider about common initiatives in order to deal with the problem. This is the reason why transnational cooperation is useful and necessary to be able to develop joint unemployment strategies especially for TCNs, which are applicable under different national conditions.

Consortium

The partnership is comprised with 7 active organizations from 5 different EU countries: Germany represented by 2 NGOs, Cyprus, Ireland, Spain and Greece represented by 2 organisations. The organisations complement each other in terms of expertise and experience while having all a common interest to support adults with fewer opportunities and to ensure their inclusion and access in the labor market.

The consortium will develop 4 main outputs, organize 5 main Multiplier Events, a Blended Learning Mobility of Adult learners and 4 project meetings. The products range from digital tools such as a platform, a serious game for learning and targeted teaching material and upskilling programme.

The THINK SOCIAL project is expected to impact not only the target group of adults through helping them to acquire entrepreneurial competences, digital skills and financial awareness to set up their own or with other small enterprises with a social impact, thus opening up their career orientation routes, but also adult educators/organisations to upgrade their services and learning opportunities.

2. IO1 - BLENDED SOCIAL ENTREPRENEURIAL UPSKILLING PROGRAMME FOR SUSTAINABLE DEVELOPMENT: FROM THE MAPPING TO THE FRAMEWORK AND EDUCATIONAL PACK

2.1 Overview

This activity focuses on the conceptual mapping of the benchmarks (aims and objectives for the trainers) and indicators (level of acquisition of competences for the learner) for the Competence Framework-syllabus related to social entrepreneurial skills for sustainable development to be acquired, on which (1) the monitoring, assessment and validation process through the Open Badges will be based on in IO3 and (2) the design of the blended Upskilling Pathway Programme and training material will be developed and organised.

The topics of the THINK SOCIAL COMPETENCE FRAMEWORK will be based on the 2019 European Green Deal Recommendation of the European Commission as well as the 2016 EntreComp (EQF Level up to 3-4), other proposed topics based on the expertise and experience of partners in the field, such as:

- ✓ Glossary of terms
- ✓ Social Entrepreneurship in the partner countries-Legal frameworks
- ✓ European Green Deal: aims, prospects, recommendations

- ✓ the concept of Sustainable Growth
- ✓ Best practices
- ✓ Designing a Social Business Plan
- ✓ Use and Tips
- ✓ Co- creating and co- financing
- ✓ Positive and negative aspects of social entrepreneurship
- ✓ Provision of services and support (employment offices, specialised training courses, local and regional administrations etc.).

1.2 The main aims

The THINK SOCIAL Up-skilling Pathway Programme to be designed as part of IO1 will aim:

- ✓ to define the methodology to map out social entrepreneurial initiatives, enterprises and programmes in partner countries and to develop the Social Entrepreneurship Index presenting the current scene in terms of regulations, laws, procedures etc.

MAPPING TOOL

> MAPPING TOOL
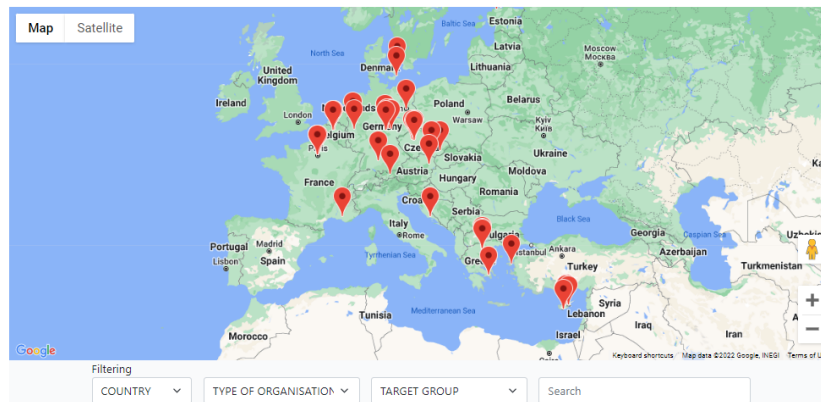
Add New Location

Please fill this form to add a new location to the map.

Required Field

Organisation Name*

Map coordinates*

Latitude | Longtitude

Description*

Country*

Select Country

Organisation Type*

Select Organisation Type

Telephone

Telephone 1 | Telephone 2

Email

Website

eg. https://www.example.com, https://example.com

Address*

Target Group*

Select Target Group

Social Media:

Facebook | eg. https://www.facebook.com/....

Instagram | eg. https://www.instagram.com/....

Twitter | eg. https://www.twitter.com/....

LinkedIn | eg. https://www.linkedin.com/....

YouTube | eg. https://www.youtube.com/....

Embed:
YouTube Video Link

eg. https://www.youtube.com/....

Image

Choose File | No file chosen

Age Group

Contact

Type of initiative

Description of initiative

Aim of the initiative

Submit | Reset

It is designed also:

- ✓ to provide the conceptual framework for acquiring specific and targeted skills related to social entrepreneurship, sustainable development, social enterprises and environmental and climate change within built benchmarks and indicators against which young adults' competences will be assessed using the methodology of the Open Badges. The framework will be used as the basis to design the Blended Training to be offered in IO4 as part of the THINK SOCIAL SUPPORT CENTRES.
- ✓ to enhance and deepen the competences of project's target group of vulnerable adults (TCNs, migrants, low-skilled or qualified adults aged 18-35 years old), as well as the Adult educators/ Volunteers by inspiring them to have a positive societal and environmental impact in the world in terms of developing a business idea.

✓ to offer opportunities to show case their new skills, through a validation procedure supported by transferability and visibility aspects through the Open Badges.

The THINK SOCIAL UP-SKILLING PATHWAY PROGRAMME to designed will last approximately 30 hours in total. It will be extremely useful, not only for Adult organisations, but for all partners, as well as for other organizations which deal with employability skills development and training. It will provide the opportunity to members of the target group, fostering their social entrepreneurial skills and social change. Furthermore the training will introduce inputs from policies from all over Europe and cover a wide spectrum of examples of different types of initiatives of SE.

1.3 The impact

The overall IMPACT of the THINK SOCIAL Programme and its related products (framework, teaching material and validation process) will be enormous as targeted material will support adults and adult educators to promote the aims of the EU Green Deal, while opening up new routes and opportunities for utilising talents, interests and creativity for social impact in the economy. Adults will be empowered to take an active role in their local communities while addressing issues of unemployment through the acquisition of new skills. The opportunities provided will enhance their understanding for identifying social challenges and turning them into social business venues with prospects for themselves and their community.

1.4 Why is it innovative?

The INNOVATIVE character of this Output is related to various aspects:

✓ It is closely linked to the recently announced 2019 European Green Deal Package which promotes alternative ways for the digital and climate transition of EU citizens to the UN sustainable development goals of 2030.

✓ The INDEX and the COMPETENCE FRAMEWORK to be created will (1) fill in the gap that exists in mapping out the Social Entrepreneurship Practices in partner countries at the local, regional, national and EU level in a systematic way using a technological solution such as Google Maps and (2) provide evidence based data for the group of vulnerable adults the provision of LLL opportunities which can be used for targeted policy reforms

✓ It introduces quality standards to the teaching of social entrepreneurial skills both in relation to the strengthening of the teaching process, but also in relation to the introduction of evidence-based data for quality assurance for adult work.

✓ It responds to the evidence as identified through research, young adults, when considering job opportunities, one of the top three most important criteria is "sense of purpose/impact on society" (40.6%).

- ✓ It offers upgrading opportunities for adult learning both at the theoretical, as well as at the practical level, as the up-skilling pathway training Thus the proposal of the THINK SOCIAL project aims to encourage that sense of IMPACT, which is relevant not only for the participating countries but also for other EU countries a well and its of high importance not only for young adults but also for the related stakeholders organizations and institutions.

The TRANSFERABILITY element of the output is evident as the methodology of mapping the SE practices using IT solutions through the web-portal can be transferred and exploited further as well as the data collected as part of the SE INDEX of each country.

The THINK SOCIAL competences framework to be designed, as well as the up-skilling programme planned, accompanied with all teaching material to support the modules selected, both on/off line as well as the validation procedure through the Open Badges can be transferred and exploited further within other sectors and target groups.

3. IO2 - THINK SOCIAL AUGMENTED REALITY GAME: AN A TO Z GUIDE TO SET UP A SOCIAL ENTREPRISE

2.1   Overview

The A to Z Guide to set up a social enterprise supported by the Augmented Reality Learning Game will be an innovative and totally entrepreneurial tool for adults and their trainers that aims:

- ✓ to support them in their initial steps in the social enterprise world which is underdeveloped and supported in many countries whereas it is often seen that in experienced entrepreneurs get easily lost in the entrepreneurial route,
- ✓ to provide them with a useful guide that could be used as a road map accompanied with information about the social business world and various opportunities opening up
- ✓ to provide organisations with a ready-to-implement campaign which aims to raise the awareness to the public and foster networking and cooperation among stakeholders
- ✓ to design an AR Game which will be used for motivational and educational purposes based on non-formal learning procedures which will support a particular action or process that leads to a particular result or outcome, e.g. set up a social enterprise based on the identification of social challenge.

2.2   Why is it innovative?

The INNOVATIVE aspects of the Intellectual Output can be seen both (1) in the development of a step-by-step tool that will contain the necessary information,

helpful instructions and available support that will help disadvantaged adults improving the quality of their educational level regarding social entrepreneurship as well as to demonstrate the power of self-employment through simple steps, but also (2) in the development of a supporting AUGMENTED REALITY LEARNING GAME with a pedagogical function that will guarantee the involvement of the Adults in a more engaging and interactive way.

AR will indeed support the adult educators in dealing with practical issues of setting up a social enterprise while facilitating the learning process. The AR is a strategic tool to attract the adults' attention and to illustrate procedures and steps in visual way representing augmented reality scenarios that can support learning.

As adults are used to the exposure of on-line gaming, the AR will serve the learning purposes of the product in an attractive, fascinating and self-reflecting way. So, this creative tool could act as influential and innovative method to help people learn about social entrepreneurship, raise their awareness on entrepreneurial sector and to catch the most important information through a different medium.

The A to Z Guide for THINKING SOCIAL will be digitalized through a slide show/video format, which will be uploaded on the PLATFORM (IO3), and it will be used as well as an eLearning material. The tool will be used as an open source for anyone who matches the target group of the project and/or involves in non-formal education and wants to be a part of this project by registering to the project's SE Support Centre (IO3).

It is expected that the products of IO2 will have a great IMPACT on participants (adults and adult educators, as well as their organisations and other entities) since a greater understanding of the social entrepreneurial context and its related processes will be achieved. At the same time information about the possible opportunities and funding that can be gained for any SE initiatives taken at the national and EU level will be given, while the A to Z GUIDE will empower adults and adult educators with competences based on gamification principles to enter the SE world. IO2 and its products will respond to adults' needs in a creative and innovative way through the AR Game which will cover in a comprehensive way all essential steps needed for developing their own enterprise, take the appropriate decisions, protect their rights, limit the probability of failure, identify and respond to social challenges for sustainable development, enhance career orientation and active participation in the economy of their country and encourage adults to support local communities through selling goods and services.

Further to the above the multi-level and multi-purpose campaign is expected to have a great impact not only to adults and adult educators, but also to the policy makers and the general public that will raise its awareness with regards to the EU

Green Deal, the sustainable development goals of the UN, as well other issue relevant to the social entrepreneurial field.

The AR Game, as well as the A to Z Guide for THINK SOCIAL will be easily TRANSFERABLE to inactivated adults, not only in the partner's countries but also in other countries, where the recent years the percentages of unemployed adults are elevated. At the same time it can be exploited further by other sectors (VET, Adult, School, HE) and by other target groups such as students, teachers, adults. This is based on the fact that it provides a practical framework for acquiring specific and targeted implementation steps since it will include some thematic sections on social entrepreneurship.

4. IO3 - THINK SOCIAL CLOUD-BASED INTERACTIVE PLATFORM: E-LEARNING, ONLINE SUPPORT CENTRE AND EU NETWORK

3.1   Overview of the Think Social Platform

THINK SOCIAL PLATFORM, SUPPORT CENTRE AND NETWORKING TOOL offers to TCN adults and adult educators a powerful, dynamic and interactive tool which is using open source technologies in order to be easily maintainable, transferable, extensible and adaptable to other contexts after the end of the project implementation period.

The purpose of the E-Learning Platform and the Open Network is to improve the level of entrepreneurial skills, foster the entrepreneurial attitudes and transversal skills of individuals interested in setting up social enterprises or individuals running social enterprises, through exposure to business and real-life situation.

The E-Learning Platform will provide all learning materials in 5 different languages to support the upskilling pathway programme, whereas the Think Social Community will connect young adults from various countries for the exchange of ideas related to social enterprise.

Moreover, the tool is user-friendly, interactive and attractive and is linked to the social media of the project, the official website, as well as the Augmented Reality Game.

3.2   What does the platform provide to its users?

LANGUAGES

| ENGLISH | GREEK | GERMAN | SPANISH |

UPSKILLING PROGRAM

The upskilling program consists of 5 modules and will enable vulnerable groups of adults or adults with fewer opportunities to acquire a solid formation and boost their skills in acquiring entrepreneurial competencies. Learners will be introduced to the concept of social entrepreneurship and will follow step by step the process of transforming their idea into a social enterprise.

Total: **5 Courses** View all   Release date (newest first) ∨

resources planning. Beyond planning.

Free

objectives and goals. From dreams to plan!

Free

social business. The challenge.

Free

sustainable entrepreneurship. Make the difference!

Free

started! Making the first step in practice

Free
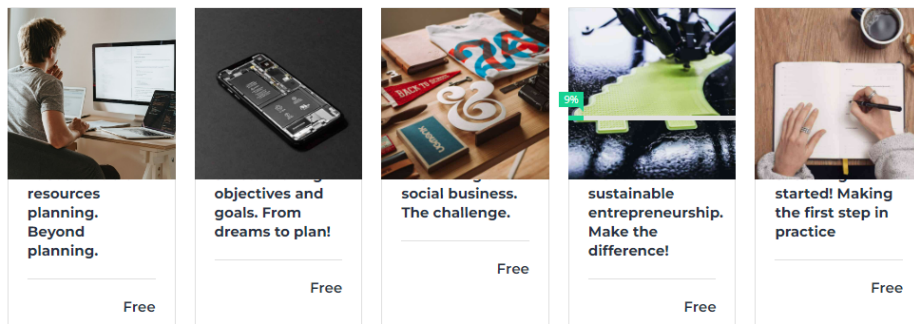
The Think Social platform is an online website accessible to everyone witch provides learning materials and useful resources for educators and vulnerable groups.

The platform will contain:

(1)e-LEARNING portal in which all teaching material will be offered in 4 languages; English, Greek, German, Spanish

(2) e-DATA BANK with a wide collection of resources to support the SE of adults,

(3) OPEN PLATFORM which will link all participants together as part of an EU Network of TCN (THIRD COUNTRY NATIONAL).

The platforms tend to promote e-learning and blended methodology among adults to develop their skills and integrate them into the labor market and society.

- ✓ The web portal – platform will incorporate:
- ✓ The e-ACADEMY, e-COMMUNITY and e-LIBRARY
- ✓ The eco-system of the assessment and validation process through the use of the Open Badges
- ✓ The AR Game - The e-SUPPORT CENTRE
- ✓ The e-THINK SOCIAL NETWORK

3.3 Benefits for the projects target groups

The multi-purpose tool to be developed is expected to have a great IMPACT on the target group as it will provide:

- ✓ the opportunity to Adults and the general public to receive all the information necessary before deciding on establishing the social business. This tool will provide information which are often sought by the aspiring social entrepreneurs such as what is the legal or regulatory framework for social enterprises in their country; what are the available legal forms a social enterprise can take (i.e. Company by guarantee, limited company, association); funding opportunities for aspiring social entrepreneurs in each partner country; list of training programmes for social entrepreneurs etc.
- ✓ the potential for young adults to work together to set up the Support Centre in such a way as to give the possibility to young adults and any other person to interact effectively, exchange information and tips, disseminate and put into use the tools developed under IO1 and IO2 and retrieve feedback.
- ✓ the prospect to link together the member of the THINK SOCIAL HUBS into a COMMUNITY where the trainees will be able to communicate with social entrepreneurs and any other stakeholder who is interested in joining.
- ✓ online continuous opportunities for up-skilling and re-skilling development through the interactive AR Game as well as the road map for the setting up of a social enterprise, presented in a user-friendly way, approachable and understandable for adults aspiring to become social entrepreneurs with all the registration procedures and will provide information and assistance in one location.
- ✓ networking opportunities at various levels, both at the regional, as well as the national and EU level through the registration of entrepreneurs, adults, adult educators, volunteers, experts etc.

- ✓ empowerment opportunities for adults and adult educators while upgrading the provision of LLL in general, enhancing the tools used in everyday practices and ensuring high quality of provision.
- ✓ validation opportunities for the transfer ability, visibility, transparency and recognition of new type of competences acquired through non-formal learning settings based on the methodology of the Open Badges.

The prospects of TRANSFERABILITY is open as the portal its functionalities and e-learning material can easily be used, exploited and further used by different target groups such as adults, students, professionals, as well as by other sectors, such as VET, Schools, Training institutions. They are compatible with the European Green Deal Recommendations of the European Commission, as issued in December 2019.

5. Monitoring and Evaluation Tool for the Upscaling program/Pilot testing

A questionnarie will be used to monitor and evaluate the Upscallin program based on trainees expectations and experience after the completion of the program.

Trainees will have the opportunity to express their opinion regarding the Think Social Hubs. This part its very important for the quality of the implementation of the Think Social Hubs and the upscaling program. All data, comments and observations will be considered confidential and the questionnaires will be done anonymously.

Country of evaluator:	Think Social Hub being evaluated:

Mark the suitable value in the table below, please: **1: strongly disagree, 2: disagree 3: neutral, 4: agree, 5: strongly agree**					
I find the Think Social Hubs to be useful	1	2	3	4	5
I have gained knowledge regarding social entrepreneurship	1	2	3	4	5
I have developed new skills regarding social entrepreneurship	1	2	3	4	5
The Upskilling program is effective	1	2	3	4	5
The tools and material that were used were easy to follow	1	2	3	4	5
The activities were interactive	1	2	3	4	5
It was helpful to communicate with people that have similar ideas, visions etc.	1	2	3	4	5
It was helpful to create a network with people that in the social entrepreneurship sector	1	2	3	4	5

6. Creation of the synergy towards THINKSOCIAL HUBS

Definition of the importance of the Think Social Hubs : Main objectives, aims and target groups

The Think Social project supports third country nationals (TCNs) with a focus on women to develop their entrepreneurial skills and ultimately their social enterprises. It is a key part of the project to create local communities (hubs) that will champion freedom of speech and ideas, while being places for expression and networking as well as enhancing personal knowledge and skills.

The aim of the Think Social Hubs is to create a direct networking environment in which trainees can engage and connect with social entrepreneurs and any other person with a social or/and entrepreneurial background who may be interested in getting involved.

This will give them the opportunity to exchange best practices, to share their ideas and materials and even seek guidance and support from people with knowledge and expertise.

Moreover, the Think Social Hubs are to network and cooperate at local European level, is targeting disadvantaged groups of adults or adults with fewer opportunities, such as migrants, refugees, asylum seekers, low-skilled or low-qualified with a main focus on women with the objective to enable to foster the social entrepreneurship idea and spirit through the exchange of good practices and the adoption of innovative digital strategies.

In order to ensure the sustainability of the hubs, it is necessary to establish a set of quality assurance standards. The objective of quality assurance for hubs is to ensure the formation of a scheme in which the information shared through the hubs is kept accurate and that it meets the todays standards and needs, that it is easy- to, that all needed steps and procedures are being followed and that any problems that may arise are resolved.

6.1 Steps and procedures that are needed to make THINKSOCIAL HUBS work

Overview

In this section it is important to highlight the aspects that characterize the nature of the Think Social Hubs themselves. That is, the project partners aim to yield fruit at the transnational level by establishing Think Social Hubs in the partner countries to provide a training programme aimed at developing a social entrepreneurship mindset based on the development of an augmented reality game for starting a social enterprise and providing an online support center with an open network and e-learning platform.

For this reason it is important to focus on the local characteristics of the areas involved in the project and their links with the project. These centres will operate

at local level, supporting the people involved - learners, teachers, volunteers. The Think Social Hubs will operate, as structures for the provision of specific services, within existing organisations that have the capacity to develop a social entrepreneurship mindset.

In order to achieve the above, it is important for each partner to adapt the training programme and organize the hubs in such a way that it meets the needs and demands that arise at the local level. It is also important how to approach each individual involved in these hubs as it is necessary through this process to highlight the value that they can both contribute and benefit from.

Necessary steps for setting up the Think Social Hubs

A. Preparation for the creation of the Think Social hubs

- Creation of an agenda proving information about the training programme, the main objectives of these hubs, and how the trainee will benefit from participating
- Creation of a participants list to collect their names and other personal information
- Creation of an activity list, proving insights of the activities that the trainees are going to take part in

This toolkit is going to include annexes with templates that can be used for the above mentioned.

B. The main steps of setting up the Apprenticeship Hub are

- Identify and secure the conditions under which the hubs are going to be created. For instance, the method that is going to be used can be in a variety of forms, on and off line depending on the context of each partner organisation. Regarding the duration, it is considered to last approximately 30 hours based on blended learning activities (face to face and/or on-line).
- Define the number of the people involved as trainees and the people that are interested in being part. Definition of how many staff people are needed to organise the activities, manage the hubs what skills are required from that people and the trainees as well.I The common skills which are needed for setting up the hub include management skills, strategic planning, marketing and PR, funding knowledge, financial management and business support knowledge.
- Also, its importan to provide all the needed documentation regarding financial and legal issues.
- Despite the fact that the hubs are going to be conducted in person, it is important that they are supported by digital interactive material. As a result, the learning process will be more enhanced and attractive to its target group

6.2 Challenges in engaging target group/ migrant entrepreneurs

- Make relevant stakeholders understand the value that the project and the Think Social Hubs add in local level: attracting the right people and proving them the benefits of such an act can be challenging

- Make the results and activities accessible to a wider audience: by using digital material more people can participate and engage in the hubs and activities relevant to them
- Difficulty of communication: Even if its in local level, people may experience difficulties in communication due to language barriers

To set up the Think Social Hubs a lot of criteria have to be met in order to ensure their effectiveness even if challenges arise. These can be put in categories by answering to the following:

- **Why:** state the reasons and map the social and entrepreneurial background to decide about the main needs. Challenges and aims are defined

- **What:** the Think Social hubs need to be adapted to the needs framework of the local environment in which they are going to be developed. Objectives regarding the entrepreneurship mindset need to be defined and a tailor made programme is to be set, which serves the needs of the beneficiaries

- **How:** a clear plan about how to build up and how to operate the hub needs to be made. It should include structural and organizational aspects and steps where resources and actors and quality assurance are also considered

- **Who:** Conduction of a mapping list regarding trainees, adult educators people in the social entrepreneurial sector and external contributors. Definition of their roles, responsibilities and the tasks that need to be implemented.

7. Awareness Campaign: localizing awareness campaign for THINKSOCIAL Ambassadors

The Think Social Awareness Campaign will consist of a campaign to be designed, produced and implemented in each partner country in order to:

(1) promote the THINK SOCIAL PROGRAMME for adults to be trained to be SOCIAL ENTREPRENEURS/AMBASSADORS/ PROMOTERS and

(2) promote the services offered by the Community Services. All necessary material, templates, slogans, letters to organisations etc. produced in IO2 will be localized and finalized.

The promotion of the Think Social Hubs can be performed in:

-The projects platform and website

-Social Media

Social media can play an important role not only for dissemination purposes but also to work as platforms of connecting with stakeholders.

Annexes

A. Agenda:

This template can be reformed based on the context of the training and the schedule in which it will be implemented. Example

Event title: Country: Date:……………………… Venue (Country, City, Address):	
Time Schedule	**Activity**
	Registration
	Welcoming the trainees, ice braking activities
	Introduction: Aims & objectives of the activity, Learning outcomes
	Presentations & activities
	Discussion, comments, feedback

Example:

B. List of participants

THINK SOCIAL

TITLE OF ACTIVITY:………….

TYPE OF ACTIVITY:…………

DATE:…………

PLACE:………..

Name and Surname	Email	Organization/ area of specialization/ title	Signature

THINK SOCIAL

PROMOTING SOCIAL ENTREPRENEURIAL
MINDSETS FOR A SUSTAINABLE FUTURE

Download the App!

Co-funded by
the European Union

THINK SOCIAL

PROMOTING SOCIAL ENTREPRENEURIAL
MINDSETS FOR A SUSTAINABLE FUTURE

Erasmus+