



YOUTH VENTURE 4 EU

Youth building a new tomorrow: Promoting Inclusive,
Sustainable and Digital Entrepreneurship through
e-Gamification

youthventure4.eu

Digital Challenge-Based Learning tools to enhance entrepreneurship (YV4EU Handbook)



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WHERE WE ARE IN THE PROJECT

We are slowly approaching the home stretch of the YV4EU project and met for the last time in person at the Chamber of Industry and Commerce (IHK) East Brandenburg (Germany).

The focus of our discussion was the finalization of our OER platform, the training pills, the e-games, and our planned accompanying handbook.

The declared goal of the partnership is to complete all planned products by the end of 2025, so that the year 2026 can be dedicated to extensive piloting, implementation, evaluation, validation, dissemination and exploitation activities.

It's the final countdown !



E-zine outline

- 3rd partner meeting Germany
- Status-quo “Pre-final” results
OER Platform/Training Pills/Games
- Handbook about
e-Challenge-Based Learning tools
- Challenge based learning
from teacher to facilitator
- Next steps



YV4EU F2F- Workshop & Steering Committee Meeting 28th - 29th October 2025

IHK-Projektgesellschaft Frankfurt Oder (Germany)

www.ihk-projekt.de/international

In October 2025, all project partners met at the Chamber in Frankfurt (Oder). For the Chamber as a representative of regional businesses, supporting young entrepreneurs has a long-standing tradition.

Our joint workshops focused on the final discussion of the planned handbook as well as the current status of the OER platform, the training pills, and the e-games. Project management—particularly the topics of dissemination, implementation, and sustainability—was also discussed.

THE WORK DONE SO FAR



The learning platform (OER) is online, with all training pills and e-games implemented. Pilot testing with stakeholders will provide valuable feedback for further development.

All training pills were thoroughly revised and finalised after an extensive peer-review process and have now been fully implemented.

eGames 1&2 were finally piloted and evaluated by all partners and final versions are currently being developed. eGame 3 “The Venture Game”, was selected by the partners for implementation.

The project handbook, “e-Challenge-Based Learning tools to enhance entrepreneurship” will be completed soon after a productive workshop with all partners.



Handbook: e-Challenge-Based Learning tools to enhance entrepreneurship based on Inclusive, Green and Digital practices

This Handbook “e-Challenge-Based Learning tools to enhance entrepreneurship based on Inclusive, Green and Digital practices” addresses VET staff (Teacher; Trainer; Advisor); Start-up consultants; Career counsellors; Chambers and all active supporters of innovative start-ups / entrepreneurs based on Inclusive, Green and Digital practices.

This Handbook combines the pedagogical approach of Challenge Based Learning (CBL) with innovative technical and editorial specifications digital tools from “YouthVenture4EU” to enhance entrepreneurship based on Inclusive, Green and Digital practices.



Challenge-based learning (CBL) is a powerful approach to support young entrepreneurship, because it moves students from theory to real-world problem solving, collaboration, and innovation. Here’s how it supports and strengthens young entrepreneurs at different levels:

- Developing Key Entrepreneurial Skills
- Cultivating Entrepreneurial Mindset
- Connecting Learning to Real Impact
- Building Ecosystems of Support
- Driving Entrepreneurial Action



“We are surrounded by Challenges: large, small, local, global, short and long term. Some we choose, some choose us; some we look forward to, some we dread; some we address, some we try to ignore. The need to develop a generation of engaged Learners equipped to identify Challenges and develop innovative and sustainable Solutions is crucial”

(Source: Nichols, M., Cator, K., and Torres, M. (2016) Challenge Based Learner User Guide

CHALLENGE BASED LEARNING FROM TEACHER TO FACILITATOR



This Challenge Based Learning (CBL) is designed to be flexible, customizable and allow for multiple points of entry.

The approach can extend current practice, serve as the framework for specific capstone events during the school year, and act as an overarching framework for decision making and learning.

With CBL, schools evolve from being information repositories to creative environments where all Learners can acquire real-world knowledge, address realworld.

Teachers become more than information experts: they become collaborators in learning who leverage the power of students, seek new knowledge alongside students, and model positive habits of mind and new ways of thinking and learning.

Traditional Teacher

- Acts as the main source of knowledge.
- Stands at the front of the classroom and leads instruction.
- Directs the learning path and determines what students should know.
- Uses **lecture-based** instruction
- Follows a **predetermined curriculum** with clear right/wrong
- Focus on knowledge transmission.

CBL Facilitator

- Acts as a guide, coach, and supporter.
- Helps learners explore real challenges and develop their own solutions.
- Encourages autonomy, inquiry, and creativity rather than delivering fixed content.
- Uses **inquiry-based and challenge-based** learning
- Encourages learners to ask questions and **define the challenge** themselves.
- Focuses on exploration, critical thinking, and problem-solving.

The Times They Are A-Changing !

WHAT'S NEXT

Welcome to the YouthVenture4EU Learning Platform



Here you'll find interactive resources to boost your sense of initiative and entrepreneurship: explore our 10 short training pills, play 3 digital games and discover how to turn your ideas into action.



1 WELCOME TO THE TRAINING PILLS



HOW TO USE THESE TRAINING PILLS ?

WHAT TO EXPECT ?



Coach an entrepreneur!



- OER Prototype review and quality check
- Finalization of OER, pills, games in all languages
- Final content of the Handbook
- Start testing and validation with 500 users (03/2026)
- At least three social media posts per month/partner





www.youthventure4.eu

Partners



www.camarazaragoza.com



www.rinova.co.uk



www.ihk-projekt.de



www.yuzupulse.eu



ETS

Centro Italiano Opere Femminili Salesiane
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www.ciofs-fp.org



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