



# WeNEETlabs

Inclusion of marginalized young people  
Quality and innovation of youth work  
Youth employability

The interim report for the WeNEETlabs project was submitted at the end of October 2023, and we are thrilled to share the progress of the project.

In October SDT created the Pedagogical Methodology including the modules and content structure for the educational game. The preliminary structure consists of 5 modules: Module 1: Motivation and Self-Development, Module 2: Entrepreneurship and Digital Literacy, Module 3: Soft Skills and Higher-level Digital Skills, Module 4: Social Entrepreneurship for NEETS, and Module 5: Training Opportunities and Accessibility.

**Module 1** focuses on motivation and self-development, covering essential topics such as building confidence, setting personal goals, and building resilience. These units provide the foundation for personal growth and success.

**Module 2** explores entrepreneurship and digital literacy, equipping learners with the necessary knowledge and skills to navigate the digital landscape. Units on social entrepreneurship, digital literacy, and effective communication and networking lay the groundwork for entrepreneurial ventures.

**Module 3** emphasizes the importance of both soft skills and higher-level digital skills. Units on soft skill development, advanced digital skills, and creating a personal brand online enable learners to enhance their abilities in teamwork, leadership, problem-solving, data analysis, social media marketing, and online branding.

**Module 4** delves into the world of social entrepreneurship, introducing learners to various models and case studies. Units on business planning and development, as well as measuring social impact and sustainability, empower learners to create meaningful and sustainable social enterprises.

**Module 5** concludes the course by providing information on training opportunities and accessibility. Units on youth trainer development, financial assistance and scholarships, and accessible learning platforms and resources ensure that learners have the tools and support they need to continue their learning journey.

The Pedagogical Methodology will be translated into the partners' languages in December. The project partners will gather at the end of November for an in-person meeting in Rome, where the development of the educational game, led by EXEOLAB, will be addressed more in detail.

Stay tuned for further updates on the development of the educational game! 🎉



## Project's Partners: