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The project seeks to guide and educate students and young unemployed people in entrepreneurial, transversal and mathematical skills. Aims to bring the world of education & training in close contact with the job market.

**Engagement** 

Each Play4Guidance event involved ENTREPRENEURIAL SKILL-BUILDING workshops that focused on:

- Entrepreneurial competencies
- The Business Model Canvas
- The P4G Business Game
- Discussion & Reflections



Successfully implemented in post-primary, higher education, industry and job centres.











**Business Acumen** 

Innovation

**Flexibility** 

**Analytical Thinking** 

Commitment to Learning

Order & Quality

**Expertise** 

Information Seeking

**Results Orientation** 



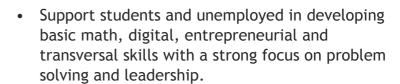












- Allow students and unemployed to self-evaluate their skills, understand what being an entrepreneur means and realise what skills they need to improve.
- Support various institutions such as guidance centres, job centres, SMEs, companies and universities in evaluating participant skills and guiding them through training and skill-building.
- At the end of each session the game offers feedback about what was done well and what skills players need to improve.