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Play4Guidance Project

Engagement

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.

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.



KEY COMPETENCIES

- Decision making
- Business Acumen
- Innovation
- Flexibility
- Analytical Thinking
- Commitment to Learning
- Order & Quality
- Expertise
- Information Seeking
- Results Orientation

- Support students and unemployed in developing basic math, digital, entrepreneurial and transversal skills with a strong focus on problem solving and leadership.
- 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.

