

# NEWSLETTER NR. 2 – AUGUST 2020

# GAME CHANGER

**Welcome to the 2<sup>nd</sup> newsletter of the GAME-CHANGER project!**

**What we have recently achieved!**

**30 WebQuests in the making!**

WebQuests are a structured learning experience that uses links to essential resources on the World Wide Web and an authentic task to motivate learners' investigation of an open-ended question for the development of individual expertise. Within the framework of IO1-WebQuest Compendium of Entrepreneurship Skills Development Challenges, 30 WebQuests will be developed based on the [Entrepreneurship Competence Framework- EntreComp](#).

Like the rest of the world, the GAME-CHANGER project team has been facing the impact of the global COVID-19 pandemic for the past five months. While keeping safe indoors, the GAME-CHANGER partners produced the 30 WebQuests and submitted them for peer review. These WebQuests will be eventually available on project's website: <https://gamechanger-project.eu/en/> in the upcoming months.



**In-service Training Programme under development!**

The main objective of the IO2-In-service Training Programme and Learner Manual is to support front-line youth workers to develop new professional competences that enable them to harness the potential of online, challenge-based education to build the entrepreneurial attributes of learners. This will be achieved through the design and development of a bespoke in-service training programme. This programme will also provide instruction on how to develop a WebQuest learning resource so that youth workers engaged can develop their own challenge-based resources. In this context, the value proposition containing the learning outcomes of this output has already been created, and partners are working on the content development.

## GAME-CHANGER Online Meeting!

In accordance with the recommendations of the German National Agency for the Erasmus+ programme and the requirements of the German government, it was decided to postpone the planned transnational meeting in Dresden, Germany (25th-26th March 2020), due to the corona virus crisis in Europe. As with everyone else, keeping in touch by email and Skype helped project partners to stay connected and to support each other through this unprecedented time. Thus, on July 1st a Skype meeting among all partners took place, where the ongoing project's progress was discussed.

Among others, the fact was highlighted that partners have completed the Impact+ Exercise of the IO2 – In-service Training Programme and Learner Manual and decided that the first project impact assessment will take place in August 2020. Regarding the website and the E-learning platform, partners agreed that the proposed design by CARDET concerning the digital version of the WebQuests is practical and user friendly as well as mobile friendly.



Partners decided to closely monitor the situation regarding the COVID-19 pandemic and depending on the time the lock-down will be fully lifted, to reschedule the 2nd translational project meeting in Dresden, Germany, probably in November/December 2020, in order to meet and discuss the project progress.

**Contact us!**



### GAME-CHANGER Partnership



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