





ENTRECOMP-BASED MOBILITY PROGRAM FOR STUDENTS OF SECONDARY VET SCHOOLS

3-9 NOVEMBER 2024 BELGRADE, SERBIA

HOST:



PARTNERS:





















BELGRADE

3-9 NOVEMBER 2024

This program is designed as a 7 days program of development of entrepreneurial learning skills through student company mobility program,

PARTICIPANTS

30 high school students from Montenegro, Bosnia and Herzegovina and Albania

LEARNING OUTCOMES

Boosted learning experience of students in international context, with impact on employability, social and entrepreneurial skills and intercultural understanding.

THE MOBILITY PROGRAM

OBJECTIVE

To support learning experience of students in international context, and improve their employability, social skills and intercultural understanding.

TOPICS

student company program in Serbia, visits to successful schools and student companies, visit to regional student company competitions, cooperation with business mentors, learning of business and personal transferable skills, student employability.

ACTIVITIES FOR THE PARTICIPANTS OF THE MOBILITY **PROGRAM**

ENTRECOMP AS FRAMEWORK FOR BOOSTING ENTREPRENEURIAL COMPETENCES

OBJECTIVE

To acquaint participants with entrepreneurship competences and ways to bridge the gap between the fields of education and work at European level: example of Serbia.



ENTREPRENEURSHIP COMPETENCE

Vision

LEARNING OUTCOMES

Participants will understand the concepts behind the three competence areas:

1) Ideas and opportunities,

- 2) Resources and
- 3) Into action.

LEARNING METHOD

Lecture

PRESENTATION OF GIRLS GO CIRCULAR PROGRAM

ABOUT THE PROGRAM

The Girls Go Circular project supports Action 13 - Encourage women's participation in STEM of the European Commission's Digital **Education Action Plan** and empowers schoolgirls in European countries defined as modest and moderate innovators (according to the **European Innovation** Scoreboard) to become future leaders and entrepreneurs. The objective is to encourage schoolgirls to build Self-awareness and self- efficacy competences.

ENTREPRENEURSHIP COMPETENCE

Spotting opportunities

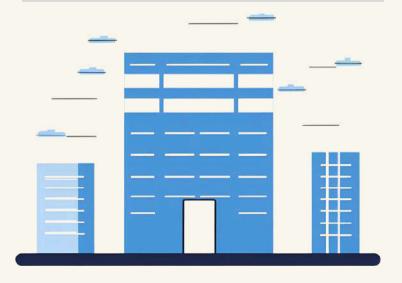
LEARNING OUTCOMES

- -participants can tell the difference between different areas where value can be created
- -participants can reflect on the relevance of their learning pathways for their future opportunities and choices
- -participants can recognize behaviors that show integrity, responsibility, courage and commitment

STUDY VISIT: XYZ COMPANY IN BELGRADE

ABOUT THE VISIT

Partnership and cooperation play an important role in empowering young people, educators and education sector and contributes directly to the Entrecomp area Ideas and opportunities. The objective to establish new connections and bring together scattered elements of the landscape to create opportunities to create value.



ENTREPRENEURSHIP COMPETENCE

Vision

LEARNING OUTCOMES

-participants can
develop simple future
scenarios where value is
created for their
community and
surroundings

-participants are motivated by the idea of creating value for themselves and others participants can recognize the many forms of value that could be created through entrepreneurship, such as social, economic or cultural value

SUCCESS STORIES OF THE JA SERBIA ALUMNI CLUB MEMBERS

ABOUT THE ACTIVITY

JAS Alumni Club is a network of young professionals who build their careers in different areas - from entrepreneurship to science and Academia. They have the power to Mobilize other, to inspire, enthuse and get others on board. Representatives will share their stories and how Student Company program contributed to their education and career path.



ENTREPRENEURSHIP COMPETENCE

Self-awareness and self-eficacy

LEARNING OUTCOMES

- participants can describe their skills and competences relating to career options including self-employment
- -participants can
 develop simple future
 scenarios where value is
 created for their
 community and
 surroundings
 participants are
 motivated by the idea of
 creating value for
 themselves and others

STUDY VISIT: MAKERS LAB IN THE 1ST BELGRADE GYMNASIUM

ABOUT THE ACTIVITY

Makers Lab is a space set in school to inspire creativity and innovative thinking. Participants will visit this place where all students can discover their talents. entrepreneurial mindset, build their self-esteem and learn how to turn ideas into actions. The potential of such place in school is huge: it can be a place where people come to share ideas, problems, offer solutions, exchange practices and develop their future careers and participants will have an opportunity to talk to teachers and students who run this place.

ENTREPRENEURSHIP COMPETENCE

Motivation

LEARNING OUTCOMES

-participants are driven by the possibility to do or contribute to something that is good for them or others -participants can experiment with different techniques to generate alternative solutions to problems, using available resources in an effective way participants can experiment with different combinations of resources to turn their ideas into action

PRESENTATION AND WORKSHOP: FINANCIAL LITERACY PROGRAM

ABOUT THE ACTIVITY

Participants will be introduced to one of the programs that develops Financial and economic knowhow.

ENTREPRENEURSHIP COMPETENCE

Financial and Economic Literacy

LEARNING OUTCOMES

- -participants can explain simple economic concepts
- -terminology and symbols on money. Household Budgeting.



PRESENTATION: EMPOWERING SCHOOLS OF AGRICULTURE IN SERBIA

ABOUT THE ACTIVITY

Participants will see how "Put in practice" looks in practice.

ENTREPRENEURSHIP COMPETENCE

Learn with others, including peers and mentors

LEARNING OUTCOMES

Participants will see the use of initiative for value creation as a learning opportunity.



STUDY VISIT: MUSEUM OF SCIENCE AND TECHNOLOGY

ABOUT THE ACTIVITY

Participants will have a historical insight into how Ideas and Opportunities were changing through times.

ENTREPRENEURSHIP COMPETENCE

Creativity

LEARNING OUTCOMES

-participants can actively search for new solutions that improve the value-creating process

-participants can develop an inspiring vision for the future that involves others



WORKSHOP: STEM SKILLS IN THE CLASSROOM (GIRLS GO CIRCULAR PROGRAM)

ABOUT THE ACTIVITY

Participants will create their accounts on the platform, work individually and in groups during the workshop. Participants will explore several modules, and get to know to content on circular economy from different angles. During the workshop participants will use digital tools to acquire practical skills and present their work at the end of the workshop.

ENTREPRENEURSHIP COMPETENCE

Working with others

LEARNING OUTCOMES

Participants will learn how to use the platform in the classroom and encourage student participation.

Participants will acquire teamwork, digital and presentation skills.

PRESENTATION: ENTRECOMP TOOLKIT

ABOUT THE ACTIVITY

Participants will get a common understanding of entrepreneurship competence, and enable skills to establish a bridge between the fields of education and work.

ENTREPRENEURSHIP COMPETENCE

Managing resources

LEARNING OUTCOMES

Participants will go
through the toolkit for
teachers and will
understand how this
instrument for
recognition of
entrepreneurial
competencies can
benefit their work in the
classroom.



GROUP ACTIVITIES



NETWORKING EVENT: LET'S GET TO KNOW EACH OTHER



SIGHTSEEING: HISTORY TOUR OF BELGRADE



INTERACTIVE
WORKSHOP:
DIGITAL POSTCARD
FROM BELGRADE

THIS MOBILITY PROGRAM IS ORGANISED IN THE SCOPE OF THE VETPRENEUR (VOCATIONAL EDUCATION AND TRAINING PROVISION WITH ENTREPRENEURIAL EDUCATION UPTAKE IN THE REGION) PROJECT

ABOUT THE PROJECT

The project addresses common regional and also country specific issues facing both youth and adults in the VET sector contexts as per the ETF assessments reports (Turin process reports) from 2020 and 2021. In doing so, the VETpreneur project mainstreams the use of EntreComp framework (entrepreneurship as a key competence) in formal and non-formal VET education and training in the Western Balkans.

PROJECT CONSORTIUM

JUNIOR ACHIEVEMENT SERBIA (project coordinator), WESTERN BALKANS INSTITUTE (WEBIN), IZOBRAZEVALNI CENTER GEOSS, CSI CENTER FOR SOCIAL INNOVATION LTD, JUNIOR ACHIEVEMENT MONTENEGRO, ZAVOD ZA SKOLSTVO PODGORICA (BES), INKUBATOR DRUSTVENIH INOVACIJA – MUNJA, ASOCIJACIJA ZA EKONOMSKI RAZVOJ REDAH, CHAMBER OF COMMERCE AND INDUSTRY OF REPUBLIKA SRPSKA, JUNIOR ACHIEVEMENT OF ALBANIA, JUNIOR ACHIEVEMENT EUROPE

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