



Female Role Models in Entrepreneurship



PROJECT OUTPUTS - WORK IN PROGRESS!

Behind every
successful woman is
a tribe of other
successful women,
who have her back.

All project partners are currently researching, exploring, investigating and analyzing the women entrepreneurship world in Greece, Belgium, Cyprus and Poland in order to provide you the most interesting and inspiring project outputs. First outputs are planned to be ready in the second part of 2020.



PROJECT RESOURCES

- **Methodological guide for FLYie project** - Guide on the existing situation of project partners countries in terms of gender equality in entrepreneurship and existing methods (examples of role-model and game-based methods) performed by the youth trainers and educators.
- **Training guide on Role-model education for promoting gender equality in business and entrepreneurship** - A learning guide with the main objective of demonstrating “The role model approach” in promoting gender equality. It will include examples of activities, educational tools, games and inspirations from diverse case studies in project partners countries.
- **Training guide on Game-based education and activities for fostering gender equality** - Learning guide main objective is to fight stereotypes in entrepreneurship and motivate young girls and women to participate and collaborate in entrepreneurship ecosystem through examples of game-based activities and tools.
- **FLYie GAME: cooperative card game featuring role -model examples of women entrepreneurs** - A card game for fostering the soft skills of young girls and women while enabling them to meet and get motivated by examples of various inspiring women personalities in the world of entrepreneurship. Cooperative game means a game where players have to cooperate in order to face the challenges of the game.

www.femalelegends.eu

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FLYIE - WORKSHOPS

The project FLYie will include a series of two training workshops targeted to youth career coaches, scientists and other professionals and members of the partners' organizations. Through their participation in the training workshops they will build their capacity and enhance their skills in Role - models, Game - based learning and Approaches to fostering Women Entrepreneurship. Moreover the learning-training activities will greatly benefit all organizations and individuals involved in receiving education in the partners organizations and other institutions in terms of networking and exchange of good practices. Furthermore, the feedback of the participants will lead to the refinement of all material in order to be easier applicable for all EU organisations, youth centers, career centers, universities, as well as individuals involved.



In March we organized the first workshops to help us work on the Intellectual Outputs of the project. All project partners are currently researching, exploring, investigating and analyzing the women entrepreneurship world in Greece, Belgium, Cyprus and Poland in order to provide you the most interesting and inspiring project outputs.

PARTNERSHIP



CIP (Cyprus), is an educational NGO that addresses the needs of people through their involvement in social and civic life by providing them innovative material and free trainings related with a variety of fields, such as social entrepreneurship.



CHALLEDU -inclusion | games | education (Greece), is an educational organization that pioneers new models of learning, inclusion and engagement through game based methods and tools



LOGOPSYCOM is an education innovation center that creates and uses alternative methods or tools (digital or not) to accompany schools, VET centers, educational organizations, youngsters and parents.



CWEP Centre for Education and Entrepreneurship Support (Poland) is an NGO fostering integration of any social group regardless of gender, age and ethnic origin in entrepreneurship.



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