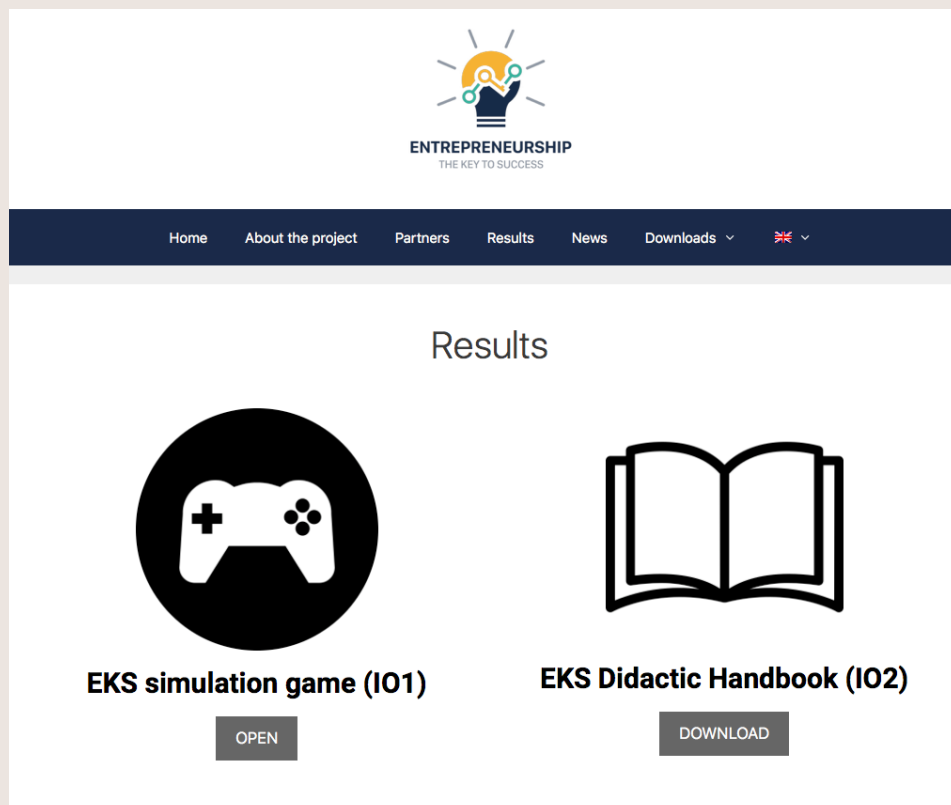


ENTREPRENEURSHIP IS THE KEY TO SUCCESS

April's Newsletter 2021

EKS project partners are excited to demonstrate all the effort they have invested in this project and to present the online EKS game to the world, together with the EKS Handbook.



The consortium is currently working on the finalization of the EKS online game.

The Beta version of the game would be tested by young people who are interested in becoming entrepreneurs and VET educators working within entrepreneurship.

The duration of the testing process would be from May until July and will take place in all partners' countries: Denmark, Italy, Spain, Poland, Portugal, Bulgaria, Greece, and Cyprus.



Co-funded by the
Erasmus+ Programme
of the European Union

The EKS didactic handbook aims to support and guide potential players of the EKS game on learning the five entrepreneurial skills more efficiently. The game and the handbook, have one crucial but straightforward goal - to nurture entrepreneurial skills for everyone on their path to becoming a successful entrepreneur. The EKS Handbook has been published on the EKS website:

<https://eks.erasmus.site>

Game

Creativity



Level 1 - Being creative is one-way-street or Creativity is Necessity

This game case will check how strong your creativity skills are.



Level 2 - Product roll-out

This game case will check how strong your creativity skills are.



Level 3 - Enhancing Creativity for Activity Planning

This game case will check how strong your creativity skills are.



The EKS online game and EKS Handbook are coming soon in all partner countries (Denmark, Italy, Spain, Poland, Portugal, Bulgaria, Greece, and Cyprus).

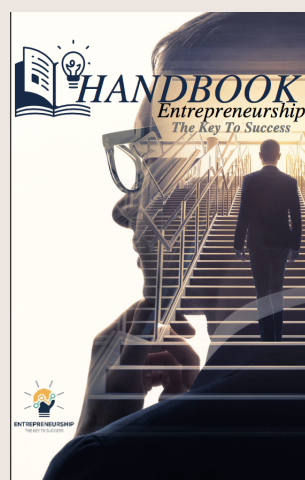


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