## ENTREPRENEURSHIP SPIRIT

Social Entrepreneurship for Young People

# Booklet





















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### Erasmus+

Erasmus+ is the EU's programme that aims to support, through lifelong learning, the educational, vocational, and personal development of individuals in the education, training, youth, and sports sectors of Europe and beyond, during the 2021-2027 period. Subsequently contributing to sustainable growth, quality jobs, and social cohesion, as well as boosting innovation, strengthening European identity, and active citizenship.

The objetives that were outlined were the following:

- To promote individual and group learning mobility as well as cooperation, quality, inclusion and equity, excellence, creativity, and innovation of education and training organizations and policies;
- To promote non-formal and informal learning mobility and active participation among young people, as well as cooperation, quality, inclusion, creativity, and innovation in youth organizations and policies;
- Promote learning mobility of sports staff, cooperation, quality, inclusiveness, creativity, and innovation in sports organizations and sports policies.

### **Important Features of the Eramus+ programme**

- Multilingualism;
- International dimension;
- Dissemination and exploitation of project;
- Equity and inclusion;
- Recognition and validation of skills and qualifications;
- -> Open access to Erasmus+ educational materials, research, and data;
- Protection and safety of participants.

Eramus+ is structured into 4 seccions: Key Action 1 (KA1), Key Action 2 (KA2), Key Action 3 (KA3), and Jean Monnet Actions.

Key Action 1 - Learning Mobility of Individuals includes the following actions:

- Mobility projects for learners and staff in higher education, vocational;
- Education and training (VET), school education, adult education, and youth;
- Youth participation activities;
- DiscoverEU Inclusion action;
- Mobility for sports coaches;
- Virtual exchanges in higher education and youth.

KA1 aims to provide opportunities for individuals to increase and enhance their skills, improve their employability, and acquire cultural awareness.

Beneficiaries can spend a period in another participating country, which gives them a fantastic experience to study and work to increase the opportunities available to them in the future. It's the most extensive action in the Erasmus+ programme, with more than 60% of the program budget focusing on increasing mobility and skills.

This accreditation is framed in a KA1, which means it's expected to produce positive and lasting effects for the participants and participating organizations involved and the policy systems within which the activities are encased.

















### Introduction

When designing the accreditation that includes one Training Course and two Youth Exchanges, we took into consideration as the main problem:

"Social exclusion of young people and disintegration in the labor market as a consequence of the absence of key competencies for lifelong learning and entrepreneurial thinking and attitudes."

In addition to the challenges underlying their personal, educational, and professional change, young people face added challenges and needs that, without the proper support and opportunities, end up being detrimental to the construction of their future and life project.

Accordion to the European Union Youth Strategy, "Many face uncertainties about their future, as a result of globalization and climate change, technological change, demographic and socioeconomic trends, populism, discrimination, social exclusion, and fake news with yet unknown effects on jobs, skills or the way our democracies work."

All these challenges have a direct and indirect effect on young people, resulting in increased:

- Number of young people in situations of social exclusion and social disintegration
- Number of young people in the NEET situation
- Number of young unemployed people

The problem intensifies when we talk about underrepresented social groups, such as ethnic minorities and migrants, who face greater difficulties in social and professional integration.

### NEEDS

The consequences of the problem are reflected in the inability of young people (future adults) to adapt and be resilient, identify opportunities, and achieve them for their future. This inability, without intervention in the transition period, will contribute to the perpetuation of social instability, especially in the current context.

In the case of Youth Workers, the relational gap between young people and their environment hinders their work. If they are not able to identify and promote participative actions, appealing and adjusted to the needs and interests of young people, young talent and potential will continue to be wasted.

In this sense, we have established the following needs:

### Youth Workers (YW):

- Professional development of the YWs, so that the response to European needs and strategy is efficient and effective, innovative and adjusted;
- Recognition and incorporation of European experiences, methodologies, and strategies in youth work;
- European interaction, both for the development of knowledge and experience and for capacity building of the YWs

### Young People

To have informed knowledge and access to opportunities:

- Of empowerment and experimentation outside the educational context to develop key competences for lifelong learning;
- Of European mobility to strengthen the connection and awareness of the European project;
- To strengthen social and democratic participation, active and conscious, critical and interested.

### Entre Gomp the entrepreneurship competence framework

Entrepreneurship, along with Sense of Initiative, was established by the European Commission as one of the eight Key Competences for Life Long Learning. This reflects the importance of developing the entrepreneurial capacity of European citizens and organizations.

Entrepreneurship Competence Framework, from now mentioned as EntreComp, was developed by the Joint Research Centre (JRC) of the European Commission on behalf of the Directorate General for Employment, Social Affairs and Inclusion (DG EMPL) and aims to create a standard definition of entrepreneurship by identifying and describing the elements that a person should have to be considered "entrepreneurial". In this sense, EntreComp is viewed as a tool to improve this skill among European citizens and organizations, possibly used in formal and training sectors and non-formal learning contexts.

First things first, let's start by defining entrepreneurship. The Danish Foundation for Entrepreneurship - Young Enterprise proposed the following definition:

"Entrepreneurship is when you act upon opportunities and ideas and transform them into value for others. The value that is created can be financial, cultural, or social."

This definition of entrepreneurship extends the concept to all fields of life, including the personal component, not focusing only on financial value. With this, EntreComp conceptual model includes 3 competences areas (ideas and opportunities, resources and into action) that divide into 5 competences having a total of 15 competences. The correlation between these factors creates an entrepreneurship base for all citizens and organizations.

The competences are as follows:

#### **IDEAS AND OPORTUNITIES**

- Spotting opportunities;
- 2. Creativity;
- 3. Vision;
- 4. Valuing ideas;
- Ethical and sustainable thinking;

### RESOURCES

- Self-awareness
   and self-efficacy;
- Motivation and perseverance;
- Mobilising resources;
- Financial and economic literacy;
- 5. Mobilising others;

#### **INTO ACTION**

- Taking the initiative;
- Planning and management;
- Coping with uncertainty, ambiguity and risk;
- Working with others;
- 5. Learning through experience;



# Main Projects







This booklet delves into the following projects within the accreditation: Competences Factory (Training Course), get your Youth on (Youth Exchange), and YouthComp (Youth Exchange). PROACTING organized these three projects with the support of the European Union within the ERASMUS+ Programme.

The above-mentioned projects had a central theme: the European Entrepreneurship Competence Framework (EntreComp). Regarding the target group of each project, *Competence Factory* focuses on youth workers, get your *Youth on* and *Youth Comp* focus on young people. So, even though the target group of these mobilities differed, the main objective remained the same, to develope and promote entrepreneurial competences among the individuals.

In Competences Factory, the youth workers were informed and guided on how to apply the EntreComp to the individuals they will be working with, so instead of developing these competences in themselves, they were encouraged and educated on the proper tools to develop them in others. Furthermore, one of the aims of this mobility was to work and discover which skills a YW should have while working with young people, and also which entrepreneurial skills should be worked on with young people, in order to promote adequate interventions with NEET young people, especially to those who are in a situation of exclusion and social disintegration.

Get your Youth on focused on 6 of the 15 EntreComp competences: creativity, working with others, planning and management, coping with ambiguity, learning to learn and financial and economic literacy.

However, in order to develop relevant activities for the participants, in *Youth Comp*, we asked them to choose which of the six competences that were worked on in the previous exchange they considered to be the most important. The most selected competences were 'Creativity' and 'Working with Others.' For that reason, the activities carried out in the second youth exchange were related to these two specific competences.

Besides the learning, teaching, and training activities (LTTA), the characteristics of the virtual mobility, the dissemination activities, and the preparation sessions were also transversal throughout all the projects included in this accreditation.

### **Preparation Sessions**

In a general sense this consisted of:

- Sessions carried out by each organization to help prepare the participants;
- Sessions to help prepare linguistically and interculturally the participants, specially with the english language since it's the main language of each project;
- Activities to present and promote a first approach to the project's theme;
- Moments dedicated to share and clarify aspects regarding the Erasmus+ programme, especially for participants who are having their first contact with it;
- Exercises to promote the reflection of expectations, fears, and contributions related to the project they will integrate;
- Introduction to non-formal education;

### **Virtual Mobility**

The training course, just like the youth exchanges, included a virtual mobility component where the participants could:

- actively engage,
- build connections,
- share concerns and knowledge,
- ask questions,
- provide others with advice,
- discuss the topics further.



### **Dissemination Activities**

These activities happened for all of the above-mentioned projects. In general, the following topics were covered:

- sending dissemination materials along with tangible results to the target groups;
- updating the organizations' websites with photographic and audiovisual records, relevant information and projects results;
- updating social media, especially those used by young people, with photographic and audiovisual records that ilustrates the results of the project;
- informal meetings to share project results, testimonies and experiences, in order to promote the development of new initiatives by young people;
- dissemination of results on the platform for dissemination of Erasmus+ results, ensuring maximum visibility of the project and the possibility to influence institutions for similar actions.

To evaluate the progress of the objectives and results, we had progress/outcome indicators demonstrating the path taken and its success and/or points to be improved.

In practice, the evaluation model based on OBJECTIVE - GOAL - KPI (Key Performance Indicator) will be maintained, focusing on the "How?" and the key indicators.

For this purpose, evaluation means will be used, such as:

- collection and analysis of reflections, feedback and testimonies from consortium members, participants and strategic partner at the end of each activity;
- checklists and simplified evaluation grids, to be applied at the end of each activity;
- work minutes;
- chronograms and base budgets;
- attendance lists;
- surveys (pre and post) to participants and partners (including stakeholders) that can be made available online (e.g. for example, through Google Forms);
- interim reports;
- other relevant;

### **General Evaluation**

- 95% compliance with the tasks and responsibilities defined by each organization
- 90% satisfaction with the partnership
- 90% willingness to collaborate in the future
- 95% commitment and proactivity in the co-creation of materials and content;
- Realization of preparatory sessions
- Implementation of one Training Course
- Implemetantion of two Youth Exchanges





### a few things to know about

## **Competences Factory**

- from February 8th to February 16th (including travel days)
- Porto, Portugal
- 27 participants (3 from each organization)
- 1 trainer
- 2 facilitators

#### **Objectives:**

- Promote the personal, social, and professional development of youth workers, especially
  to improve the work that is done with young people, through cooperation and co-learning
  activities;
- Work on methodologies to develop lifelong learning key competences and entrepreneurial thoughts and attitudes, so that Youth Workers can apply them among young people.
- Empowering YWs with competences, experiences, practices, tools, and inclusive and participative approaches to work with young people towards social inclusion, entrepreneurship, employability, etc. in order to be appealing to their participation.
- Promote direct and strengthened work with young people, including those with fewer opportunities, for their social and professional integration.
- To clarify what skills a YW should have in order to improve his work with young people.
- To clarify which entrepreneurial skills must be worked on with young people.





# Weet the partners



PROACTING - Associação para a promoção do empreendededorismo e empregabilidade (Portugal)



POLITISTIKO ERGASTIRI AYION OMOLOYITON (Cyprus)



AVATUD Ühiskond MTÜ (Estonia)



Neanikoi Orizontes M.K.O. (Greece)



Tavo Europa (Lithuania)



Ocean Zanja (Croatia)



ADEL Slovakia (Slovakia)



Institute Perspectives (Bulgaria)



Point of Vyou (Romania)



Anatta Foundation (The Netherlands)



# Timetale Competences Factory sold interpressibility of trace Tracks

#### Competence Factory - Social Entrepreneurship for Young People

SCHEDULE	Day 0 / Wednesda y 08.02.202	Day 1 / Thursday 09.02.2023	Day 2 / Friday 10.02.2023	Day 3 (Saturday) 11.02.2023	Day4 (Sunday) 12.02.2023	Day 5 / Monday 13.02.2023	Day 6 / Tuesday 14.02.2023	Day 7 / Thursday 15.02.2023	Day 8 / Friday 16.02.2023
TOPICS OF THE DAY		Where are we- Who is here. Us as team.	Learning	Youth Worker Competences	Expect the Unexpected	Tools and Values	Tools of the youth worker	Final touch	
Session 1 9:00-11:00		Who and where we are	Learning to Learn	ETS ETS Key Competences for Youth Workers	Dealing with Ambiguity/Confl ict	Tools	Creative Factory of Entrepreneurs	Harvesting	
Break 11:00-11:30									
Session 2 11:30-13:00	Arrivals	Group Building and Dynamics	Learning tools	ETS ETS Key Competences for Youth Workers	Dealing with Ambiguity/Confl ict	Values	Who is the youth worker/What are tools	Future steps	Departure
Lunch Break 13:00-15:00									
Session 3 15:00-16:30		Objectives Expectations agenda - Learning	Understanding of learning process	ETS ETS Key Competences for Youth Workers What are tools	Exploring local environment	Dress the Youthworker	Presenting	Evaluation	















# Participants Participants

The participant profile was in accordance with the following aspects:

### **Youth Workers**

- Age above 18 years
- Active in youth work;
- With or without fewer opportunities;
- With knowledge regarding:
  - Erasmus+ program and its project;
  - European priorities and strategies mentioned in the Acredditation
  - Non-formal education methodology.
- Capable of:
  - Intervention and involvement of young people in the capacity-building process;
  - Future implementation and/or results transfer









### **Trainer**

- Experts in the Erasmus+ Programme, european projects and the themes selected for the mobility;
- Experienced in non-formal education methodologies and its adaptation;
- Proficient in communication and group and partnership management

### **Facilitators**

- Experienced in group work and cultural mediation:
- Experienced in transnational projects and/or initiatives;
- With background in non-formal education methodologies;



# Certification Competences Factory

The process of recognition and validation of results is done using instruments such as:

### Youthpass:

Based on their eight competences and in agreement with the EU Council Recommendations reference framework, participants can recognize and conceptualize the acquired competences and experiences. The certificate is fundamental for individuals involved in the project to describe the activities and their contribution to the development of competences, reflect on the non-formal learning process, reflect on the added value of the project in their personal, social, and professional life, and ensure a conceptualization of competences.

### **ETS Competence Model for Youth Workers**

- 1. Facilitating learning
- 2. Designing programmes
- 3. Managing resources
- 4. Collaborating in teams
- 5. Communicating meaningfully
- 6. Displaying intercultural sensitivity
- 7. Networking and advocating
- 8. Assessing and evaluating
- 9. Being civically engaged



# EVAIUATION Competences Pactory Model Disrepresentable for Young Projet

- Content of the Training Course: 8.4
- Activities during training sessions: 8.3
- Balance between activities and free time: 8
- The group: 8.6
- Coffe Break: 7.9
- Meals (lunch and dinner): 5.6
- Accommodation: 5.6
- Meeting Room: 8.2
- Trainers work: 9.5
- Logistics: 8.5





### a few things to know about

# get your Youth On

- from May 8th to May 16th (including travel days)
- Guimarães, Portugal
- 42 participants (6 from each organization)
- 2 facilitators

#### **Objectives:**

- To promote the training of young people through the development of key competencies for lifelong learning and the adoption of entrepreneurial thoughts and attitudes.
- To promote the training of young people, through colearning activities, experimentation, and discovery of potential and talent, with a focus on young entrepreneurship, nonformal and informal based.
- To promote the social inclusion of young people, including socially underrepresented groups, through the creation of personal, social, and professional development opportunities, transition-oriented for adult life.
- To become more capable and aware of adpating to the evolution of social change.
- To promote the involvement, connection and empowerment of young people in a European context.
- To promote opportunities for young people to participate in democratic life; and opportunities for connection and exchange of experiences and opportunities for intercultural awareness.





# Weet the partners



PROACTING - Associação para a Promoção do Empreendedorismo em empregabilidade (Portugal)



Avatud Ühiskond MTÜ (Estonia)



Allianssin Nuorisovaihto (Finland)



Creative Youthland (Greece)



Danish Youth Team (Denmark)



United Equality (Sweden)



OSAED (France)



# **Timetable**

	get your YOUTH on										
garl your YOU YE on	Day 1 (08/05)	Day 2 (09/05)	Day 3 (10/05)	Day 4 (11/05)	Day 5 (12/05)	Day 6 (13/05)	Day 7 (14/05)	Day 8 (15/05)	Day 9 (16/05)		
Topic of the Day		Us as a group	Creativity and Entrepreneurhsip	Working with Others	Getting in touch with the community	Planning and Managment / Coping with Ambiguity	Learning to Learn / Financial Economic Literacy	Evaluating my process			
9h30 - 10h			Team Leaders Meeting	Team Leaders Meeting	Cultural Visit	Team Leaders Meeting	Team Leaders Meeting	Team Leaders Meeting			
10h - 11h		Getting to know each other	Thinking creatively	My team and our ideas		Getting through it by planning	Me and my learning process	Harvesting and Future Steps			
11h-11h20			Coffe break								
11h20-13h		Expectations, Fears and Contributes	Solving problems with creativity	Working together on a solution	Cultural Visit	Getting through it by planning	My learning goals	YouthPass evaluation			
13h - 15h	Arrival Day		Lunch								
15h - 16h30		Group Dynamic	Idea exhibition	Group dynamic	Cultural Visit	Dealing with insecurities	Economic achievement	Programme Evaluation			
16h30 - 16h50			Coffe break								
16h50 - 17h30		Group Dynamic	Idea exhibition	Group dynamic	Cultural Visit	Acting on it!	Economic achievement				
17h30 - 18h		Reflection	Reflection	Reflection		Reflection	Reflection				
20h		Dinner									
European Commission Erasmus+											











# **Participants**

The participants profile was in accordance with the following aspects:

### **Young People**

- Between 13 to 30 years old with particular focus on young people in secondary education, at the end of their educational period, unemployed, NEET, looking for a job or looking for their first job, etc;
- Motivation to participate in the project;
- Ability to conceptualize results/learning and share them with their peers;
- Ability to influence in a posivite manner their peers;
- Basic knowledge of the English language;
- Communicative, self-aware and interested;
- Proactive, dynamic and enthusiastic.



We also wanted to reach young people with fewer opportunities, that are disintegrated in the education and training systems, internship or work; in addition to socially excluded individuals with little to no experience in transnational projects.

### **GROUP LEADERS**

- Able to support and accompany young people;
- Knowledge about the Erasmus+ Programme and its project;
- Familiar with non-formal education methodology;
- Able to work in groups;

### FACILITATOR

- Experience in group work;
- Experience in intercultural mediation and transnational activities;
- With background in non-formal education methodologies.







# Gertification Germania Grant Control Control

The process of recognition and validation of results is done using instruments such as:

### Youthpass:

Based on their eight competences and in agreement with the EU Council Recommendations reference framework, participants can recognize and conceptualize the acquired competences and experiences. The certificate is fundamental for individuals involved in the project to describe the activities and their contribution to the development of competences, reflect on the non-formal learning process, reflect on the added value of the project in their personal, social, and professional life, and ensure a conceptualization of competences.

### The 8 Key Competences\* for Lifelong Learning

- 1. Multilingual competence
- 2. Personal, social and learning to learn competence
- 3. Citizenship competence
- 4. Entrepreneurship competence
- 5. Cultural awareness and expression competence
- 6. Digital competence
- 7. Mathematical competence and competence in science, technology and engineering
- 8. Literacy competence





# **Evaluation**

- Content of the Training Course: 8,8
- Activities during training sessions: 8.7
- Balance between activities and free time: 8.4
- The group: 8.5
- Coffe Break: 8.8
- Meals (lunch and dinner): 7.8
- Accommodation: 7.9
- Meeting Room: 8.7
- Organizers: 9,5





### a few things to know about

# Youth Comp

- from 1st to 9th June (including travel days)
- 42 participants (6 from each organization)
- 1 facilitator

#### **Objectives:**

- To promote the training of young people through the development of key competencies for lifelong learning and the adoption of entrepreneurial thoughts and attitudes.
- To promote the training of young people, through colearning activities, experimentation, and discovery of potential and talent, with a focus on young entrepreneurship, nonformal and informal based.
- To promote the social inclusion of young people, including socially underrepresented groups, through the creation of personal, social, and professional development opportunities, transition-oriented for adult life.
- To become more capable and aware of adpating to the evolution of social change.
- To promote the involvement, connection and empowerment of young people in a European context.
- To promote opportunities for young people to participate in democratic life; and opportunities for connection and exchange of experiences and opportunities for intercultural awareness.

In order to develop relevant activities for the participants, we asked them to choose, out of the 6 entrepreneurial competences we had focused on in the previous YE, the one they consider to be the most important.

The competences that were chosen by the majority were 'Creativity' and 'Working with Others.' For that reason, the 7 days of activities were carried out related to these two competences.



# Meet the partners



PROACTING - Associação para a Promoção do Empreendedorismo em empregabilidade (Portugal)



Youth Senate Tallinn (Estonia)



Youth Move (The Netherlands)



EKO Greece (Greece)



Connecting Dots (Cyprus)



Association Strive (Croatia)



Level Up (Poland)



# Timetable

		Y	outh Comp - S	ocial Entrepre	eneurship for	Young People			
YouthComp	Day 1 - Thursday (1/06)	Day 2 - Friday (2/06)	Day 3 - Saturday (3/06)	Day 4 - Sunday (4/06)	Day 5 - Monday (5/06)	Day 6 - Tuesday (6/06)	Day 7 - Wednesday (7/06)	Day 8 - Thursday (8/06)	Day 9 - Friday (9/06
Topic of the Day		Who are We?	Creativity	Creativity		Working with others	Working with others	Reflection	
09h30		Team Leaders Meeting	Team Leaders Meeting	Team Leaders Meeting	Cultural Vicit	Team Leaders Meeting	Team Leaders Meeting		
10h- 11h		Building the Group	Understanding ENTRECOMP	Creativity Space	Cultural Visit	My team and our ideas	The others & Me	Harvesting and Future Steps	
11h - 11h20	A				Coffee - Break				D
11h20 - 13h	r i	Expectations, Fears and Contributes	Thinking Creatively	Creativity Space	Cultural Visit	Group dynamic	The others & Me	YouthPass evaluation	e p
13h - 15h	v a				Lunch break				a r
15h - 16h30	I s	Lets work together	Being Creative	Stepping into other shoes	Cultural Visit	Working together on a solution	Trading places	Programme Evaluation	t u
16h30 - 16h50					Break				r e
16h50 - 17h30		More about Erasmus+	Presentating Creatively	Stepping into other shoes	Cultural Visit	Group dynamic	Trading places		s
17h30 - 18h		Reflection	Reflection	Reflection	Cultural Visit	Reflection	Reflection		
20h		Dinner							
22h			Intercultural Night			Intercultural Night	Intercultural Night		
				uropean ommission	Erasmus+				











# **Participants**

The participant profile was in accordance with the following aspects:

- Between 13 to 30 years old with particular focus on young people in secondary education, at the end of their educational period, unemployed, NEET, looking for a job or looking for their first job, etc;
- Motivation to participate in the project;
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- Basic knowledge of the English language;
- Communicative, self-aware and interested;
- Proactive, dynamic and enthusiastic.



We also wanted to reach young people with fewer opportunities, that are disintegrated in the education and training systems, internship or work; in addition to socially excluded individuals with little to no experience in transnational projects.

### **GROUP LEADERS**

- Able to support and accompany young people;
- Knowledge about the Erasmus+ Programme and its project;
- Familiar with non-formal education methodology;
- Able to work in groups;

### **FACILITATOR**

- Experience in group work;
- Experience in intercultural mediation and transnational activities;
- With background in non-formal education methodologies.









## Certification

The process of recognition and validation of results is done using instruments such as:

### Youthpass:

Based on their eight competences and in agreement with the EU Council Recommendations reference framework, participants can recognize and conceptualize the acquired competences and experiences. The certificate is fundamental for individuals involved in the project to describe the activities and their contribution to the development of competences, reflect on the non-formal learning process, reflect on the added value of the project in their personal, social, and professional life, and ensure a conceptualization of competences.

### The 8 Key Competences for Lifelong Learning

- 1. Multilingual competence
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- 5. Cultural awareness and expression competence
- 6. Digital competence
- 7. Mathematical competence and competence in science, technology and engineering
- 8. Literacy competence



# Evaluation Evaluation

- Content of the Training Course: 7,5
- Activities during training sessions: 7,6
- Balance between activities and free time: 8
- The group: 8.2
- Offe Break: 8.1
- Meals (lunch and dinner): 7.1
- Accommodation: 7.2
- Meeting Room: 8.9
- Organizers: 8,6



# For further information









https://proacting.org



Proacting Associação (@proactingassociacao)



Proacting Associação