



Training Activity - Models and Elements of Social Entrepreneurship

Training Activity Program

1. Action Title

Training Action name:	Models and Elements of Social Entrepreneurship: Fostering Entrepreneurial Spirit
Date:	[Date of the Event]
Duration:	[hours of the event]
Location:	[Venue of the Event]
Organizer	[JUMP]

2. Event Objectives

This session aims to inspire and cultivate an entrepreneurial mindset among young people by introducing them to key models and principles of social entrepreneurship. Through interactive discussions, real-world examples, and hands-on activities, participants will develop problem-solving skills and explore how entrepreneurial initiatives can create a positive social impact. The training will encourage critical thinking, collaboration, and creativity, helping participants gain confidence in their ability to identify challenges and develop sustainable solutions. By the end of the session, they will have a deeper understanding of social entrepreneurship and feel equipped to take the first steps toward turning their ideas into meaningful projects.

3. Participants – (minimum required) –

Target Group:	Young people aged 16-25
---------------	-------------------------

Number of Participants:	20 young people
Staff trainers:	2
External youth workers	2

4. Event Program	
Start Time and Registration	<p>09:30 - 10:00: Participant Arrival and Registration</p> <ul style="list-style-type: none"> - Check-in and distribution of training materials - Icebreaker: “Your Superpower” - Participants write down one skill or trait they are proud of on a sticky note and stick it to a shared board. This will help set a positive and inspiring tone.
Opening Session	<p>10:00 - 10:30: Welcome and Introduction</p> <ul style="list-style-type: none"> - Welcome speech - Brief introduction of the training team and program overview - Warm-up activity: “Why Social Entrepreneurship?” (Participants share one example of a societal issue they care about and discuss solutions in groups)
Session 1:	<p>10:30 - 11:30: Understanding Social Entrepreneurship</p> <p>Description:</p> <p>“What is Social Entrepreneurship?” A dynamic presentation introducing social entrepreneurship through real-world examples. Key themes include:</p> <ul style="list-style-type: none"> - What distinguishes a social entrepreneur from a traditional entrepreneur? - How social enterprises create value for society? - Case studies: Inspirational examples like “Espresso on Wheels” or “Sende Coliving” <p>Activity:</p> <ul style="list-style-type: none"> - Discussion Groups: Break participants into small groups and give each group a simple scenario (e.g., food waste, youth

	<p>unemployment). They brainstorm solutions as a social enterprise. Groups then briefly present their ideas to others.</p> <p>Objectives:</p> <ul style="list-style-type: none"> - Understand the core concept of social entrepreneurship - Begin thinking about societal challenges as opportunities for innovation <p>Trainer: [trainer's Name]</p>
Break	11:30 - 11:45: Coffee and Snacks Break
Session 2:	<p>11:45 - 13:00: Key Elements of a Successful Social Enterprise</p> <p>Description:</p> <p>"Building Blocks of Social Enterprises"</p> <p>Explore essential elements, such as:</p> <ul style="list-style-type: none"> - Mission and vision - Identifying beneficiaries and stakeholders - Measuring social impact - Sustainable business models <p>Activity:</p> <p>Mission Mapping: Participants choose a challenge from their own lives or communities and map a basic vision for how a social enterprise could address it. They identify the problem, target audience, and potential solutions. Trainers facilitate with guiding questions.</p> <p>Objectives:</p> <ul style="list-style-type: none"> - Learn the practical elements of creating a social enterprise - Develop the ability to translate ideas into actionable goals <p>Trainer: [trainer's Name]</p>
Session 3:	<p>13:00 - 14:30: Crafting the Future – Design Thinking Workshop</p> <p>Description:</p> <p>"From Problem to Prototype"</p> <p>An interactive workshop introducing design thinking principles to help participants move from identifying problems to designing impactful solutions.</p> <p>Activity:</p> <p>Prototyping Challenge: Groups sketch simple prototypes (e.g., posters, apps, or event ideas) to illustrate their solution. Trainers circulate to offer support, answer questions, and</p>

	<p>provide guidance.</p> <p>Gallery Walk: Groups display their prototypes around the room (on tables, walls, or boards). Participants walk around to view others' work, leaving sticky notes with encouraging, constructive feedback (e.g., "Great concept!", "I love the impact focus!", or "Have you thought about X?").</p> <p>Objectives:</p> <ul style="list-style-type: none"> - Encourage creative thinking and hands-on problem-solving - Provide participants with a platform to present and share their ideas in a non-intimidating, informal setting - Encourage participants to learn from each other by observing different approaches and ideas - Strengthen teamwork and cultivate an atmosphere of mutual encouragement and support <p>Trainer: [trainer's Name]</p>
Closing Session	<p>14:30 - 15:00: Wrap-Up and Feedback</p> <ul style="list-style-type: none"> - Summary of key takeaways from the training - Participant feedback through an evaluation questionnaire. - Distribution of participation certificates. - Thank you and closing remarks by the organizer.

5. Required Resources	
Materials	<ul style="list-style-type: none"> - Notebooks and pens (for note-taking and idea development) - Sticky notes and markers (for brainstorming exercises) - Flipchart paper and colored markers (for group presentations and mission mapping) - Printed examples of social enterprises (for inspiration and discussion) - Basic prototyping materials (scissors, colored paper, tape, glue, magazines for collage, etc.) - Printed worksheets for mission mapping and design thinking exercises
Personnel	<ul style="list-style-type: none"> - 2 Trainers/facilitators - 2 External Youth Workers
Technical Equipment:	<ul style="list-style-type: none"> - Projector and screen - Wi-Fi access

	- Collaboration platforms (e.g., Miro, Jamboard)
--	--

6. Collaborators	
[List of Collaborators]	

7. Contact Information	
Contact Person:	[Name of Contact Person]
Phone Number:	[Contact Phone Number]
Email Address:	[Contact Email Address]

Additional Notes
<p>Ensure all participants are aware of the venue location and schedule.</p> <p>Volunteers should be briefed on their roles and responsibilities prior to the event.</p> <p>A photographer will be documenting the event, so permission will be requested to use the images for promotional purposes.</p> <p>[.....]</p> <p>[.....]</p> <p>[.....]</p>