Newsletter #1

3E-LEARNING

We are happy to introduce you to the project 3E-LEARNING, designed to empower secondary school students with essential competences in entrepreneurship and management, as well as essential soft skills.

The core component of the 3E-Learning project is an innovative digital Business Game, a training tool that will engage students in a virtual competitive experience.

Why 3E-LEARNING?

In a rapidly changing world, it is crucial to prepare students for the challenges and opportunities that lie ahead. By cultivating entrepreneurship and management skills, we empower young individuals to become innovative thinkers and problem solvers. The project strives to achieve the following purposes for students:

1. Enhancing Competences: Through the utilisation of the digital Business Game, students will acquire practical knowledge and skills in entrepreneurship and management, enabling them to understand the intricacies of starting and running a business.

2. Fostering Soft Skills: In addition to technical expertise, soft skills play a pivotal role in personal and professional success. 3E-Learning emphasises the development of crucial attributes such as readiness, flexibility and proactivity, equipping students with the necessary tools to adapt and thrive in a dynamic world.

3. Engaging Learning Experience: The virtual competitive environment offered by the digital Business Game will captivate students, providing an engaging and enjoyable learning experience. By immersing themselves in realistic scenarios, students will gain first-hand insights into the complexities of decision-making, team collaboration and strategic planning.

Learn more about the Business Game: www.3e-learning.org/student

How Can Teachers Benefit from the Business Game?

Teachers play a crucial role in shaping the learning experiences of their students. The 3E-LEARNING project is designed to support and empower teachers by offering several benefits:

1. Enhanced Teaching Methods: The digital Business Game serves as a valuable teaching resource introducing real-world scenarios and practical applications, fostering a deeper understanding of entrepreneurship and management concepts among students.

2. Collaboration and Teamwork: The virtual competitive environment of the Business Game encourages collaboration and teamwork among students. The teachers can facilitate group discussions, foster effective communication and guide students in working together towards common goals. These collaborative experiences nurture essential interpersonal skills and prepare students for future team-based projects and professional settings.

3. Real-Time Assessment and Feedback: The Business Game enables teachers to monitor students progress in real-time. Through comprehensive analytics and performance metrics, it will be possible to identify areas where students excel and areas that require additional support. This will facilitate targeted coaching and personalised feedback, allowing to adapt the teaching strategies to meet the specific needs of each student.

We invite you to join us on this journey by actively participating in the implementation and promotion of 3E-LEARNING, which will be developed through the following stages:

- Context analysis (assessment of students' digital and entrepreneurial skills), currently underway;
- Development and testing of the Business Game.
- Launch of the Business Game and evaluation of results.

FOR MORE INFORMATION AND TO GET INVOLVED IN THE 3E-LEARNING PROJECT, PLEASE VISIT OUR WEBSITE!
WWW.3E-LEARNING.ORG/

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