

# ENTREPRENEURSHIP education challenge-based LEARNING

NEWSLETTER no.1 (December 2017)



### T-CHALLENGE FOR T-RESULTS: THE PROJECT KICKS OFF IN IRELAND

An exciting Erasmus+ project kicked-off in Ireland in November 2017, aiming to promote **entrepreneurship education using challenge-based learning**. “T-Challenge” brings together 6 partners from Latvia, Portugal, Romania, Ireland, Cyprus and Bulgaria who will work for the project development and implementation until October 2019.



By the project completion, partners aim to have developed and pilot-tested a **webquest platform** with **webquests** in areas such as entrepreneurship, innovation, leadership, critical thinking, social impact and circular economy, a complete **Curriculum for a Train-of-Trainers course**, as well as a **guideline to successfully implement T-Challenge project results** in other organisations across Europe.

Overall, the T-Challenge consortium aims to:

- promote entrepreneurship education through the **use of alternative pedagogical resources using ICT**, at the same time as using challenge based learning;
- allow **entrepreneurial learning in all sectors of education** including non-formal learning;
- challenge **educators to develop their own webquests** in an interdisciplinary way and **share them with peers**;



Erasmus+



CARDET



ECQ



# ENTREPRENEURSHIP education challenge-based LEARNING



## Challenge

- d) **promote a cross-curricular approach** to subjects and, consequently, a **collaborative work from educators**;
- e) and **foster an entrepreneurial spirit** in European citizens, able to research, select, analyze, organise and present information.

“Reinforcing entrepreneurial education in schools, vocational education institutions and universities will have a positive impact on the entrepreneurial dynamism of our economies” (Entrepreneurship Education: a Guide for Educators”, EC 2013) and the T-challenge partners are committed to work collaboratively towards this direction through the use of the teaching methodology of webquest.

### WHAT ARE WEBQUESTS?

And how did partners come up with the T-Challenge idea? In recent years, teachers and trainers have been experimenting with new ways of introducing the World Wide Web as a pedagogical tool. These experiences have given rise to the teaching methodology of **WebQuest** (Adventure on the Net), developed by Dodge and March in 1995. This methodology has been gaining adherents due to its flexibility in framing various pedagogical strategies and adaptability to the most diverse contents, as well as the way in which it maximizes the use of the digital tools and environments available today. While engaged in the webquests, learners develop a variety of connections with the content and can form positive memories of learning. The fun, silly or interesting moments tend to stand out in students’ memories and thus a positive emotional connection is considered to facilitate learning.

For regular updates follow us on our Facebook page: [www.fb.me/tchallengeeu](http://www.fb.me/tchallengeeu)



Erasmus+



CARDET



ECQ

