COURSE BROCHURE | ERASMUS+ TRAINING

Social Entrepreneurship

Turn community challenges into social entrepreneurship learning projects through creative thinking, practical business models, collaboration and impact planning.

LOCATION	LANGUAGE	FORMAT	DURATION	COURSE FEE	OID
Porto	English	On-site	6 days	€480	E10201112

€480 per participant for 6 days in Porto, Portugal. Check current editions, fee and inclusions before booking.

Course description

Entrepreneurial thinking can help learners identify community needs, develop creative solutions and turn ideas into meaningful projects. Social entrepreneurship combines initiative, innovation and practical business skills with the goal of creating positive social, cultural or environmental value. In education, it offers opportunities to strengthen creativity, problem-solving, collaboration and active citizenship while helping learners understand how their ideas can make a difference.

This practical course introduces teachers, trainers and education professionals to social entrepreneurship and its application in educational settings. Participants will examine social enterprises, entrepreneurial initiatives and community challenges while practising needs analysis, Design Thinking, creative problem-solving and collaborative project development. They will also learn how to structure social business models, identify resources and funding opportunities, assess project feasibility and communicate ideas through effective presentations.

Through interactive workshops, case studies and practical group challenges, participants will design a social entrepreneurship project concept and prepare a short pitch. They will develop strategies for guiding learner-led initiatives, considering social impact, sustainability and realistic implementation. The emphasis is on helping educators bring entrepreneurial learning into their own schools, training centres and communities.

Who the course is for

For educators

Teachers, trainers, youth workers, school leaders and other education professionals interested in entrepreneurship education, social innovation and active citizenship. Particularly relevant for those seeking practical ways to guide learners in identifying community challenges, developing social enterprise ideas, planning projects and creating positive social or environmental value.

At a glance

Course level: Basic to Intermediate Professional Literacy

Working language: English. Please **contact the team** if you are unsure about the course level or working language.

CURRICULUM FOCUS

Social Innovation & Active Citizenship / Design Thinking & Co-Creation / Social Business Models & Impact

View the course, current editions and fees

02 / INTENDED LEARNING OBJECTIVES

Learning outcomes

The following learning outcomes describe the course's intended direction and objectives. The trainer adapts activities, examples and participant work to the group's goals, experience and learning needs.

01 **Social Entrepreneurship & Value Creation** - Distinguish social entrepreneurship from conventional business and other social initiatives, recognising how entrepreneurial projects create value for communities and the environment.

02 **Community Needs & Stakeholder Research** - Investigate social or environmental challenges using observation, interviews and stakeholder analysis to identify needs and opportunities.

03 **Design Thinking & Co-Creation** - Apply creative problem-solving, idea generation and collaborative design techniques to develop and test possible solutions.

04 **Social Business Models & Project Design** - Structure a social enterprise or community project, defining beneficiaries, activities, partnerships, value created and expected results.

05 **Resources, Funding & Feasibility** - Identify human, material and financial resources, consider funding options and assess project feasibility, risks and sustainability.

06 **Pitching & Entrepreneurial Communication** - Prepare and deliver a clear, persuasive presentation of a social entrepreneurship idea, adapted to its intended audience.

07 **Social Impact & Entrepreneurship Education** - Define simple indicators for evaluating social impact and design learning activities that support student-led entrepreneurial projects.

08 **European Peer Exchange & Institutional Transfer** - Compare social entrepreneurship initiatives and teaching approaches with European peers, identifying practices that can be adapted to learners' needs and participants' own institutions.

Transfer to practice and intended impact

The programme supports participants in connecting the course learning with their own professional context. Participants consider how relevant approaches, activities or tools could be adapted to their learners, priorities and institutional settings.

1. **Identify a relevant professional need:**
   Consider which learner need, classroom challenge or institutional priority the course learning could help address.
2. **Adapt the approach to your setting:**
   Select the activities, tools or approaches that can realistically be incorporated into your own professional context.
3. **Decide what progress would look like:**
   Consider how changes in practice, learner engagement, learning outcomes or another relevant result could be recognised.

03 / COURSE PROGRAMME | DAYS 1-3

Learning Activities & Training Schedule

SUNDAY / DAY 1

Flexible self-preparation followed by an in person European exchange session, **at 18h30.**

MONDAY - FRIDAY / DAYS 2-6

08:30 - 13h30

5h of training per day · 30h total

This is a typical timetable, subject to the provider's discretion.

DAY 1

Cross-Cultural Exchange, European Educational Context & Course Orientation

- Pre-Session work: Self Preparation to reflect and share your institution's context, cultural background & completion of the Cultural Quiz.
- Welcome, networking and cultural exchange between participants and Erasmus+ team.
- Icebreaking activities and sharing of European core values.
- Open space to share ideas, discuss current challenges in the Education sector and collaborative opportunity to exchange future goals.
- Course briefing and planning.

DAY 2

Social Entrepreneurship, Value Creation & Ecosystems

- Distinguish social entrepreneurship, social innovation, charitable initiatives and conventional business models.
- Examine examples of social enterprises, entrepreneurs and projects creating social, cultural or environmental value.
- Identify the role of incubators, business support organisations and community partners in supporting social innovation.
- Select a community or educational challenge and define initial objectives for the course project.

DAY 3

Community Needs, Stakeholders & Problem Framing

- Identify community needs and challenges through observation, research and stakeholder analysis.
- Practise interviews, empathy mapping and simple research techniques to understand different perspectives.
- Distinguish assumptions from evidence and identify the people or communities the project aims to support.
- Define a clear problem statement and refine it through collaborative discussion and feedback.

04 / COURSE PROGRAMME | DAYS 4-6

Learning Activities & Training Schedule

DAY 4

Ideation, Co-Creation & Prototype Development

- Generate creative solutions using brainstorming, Design Thinking and other practical innovation techniques.
- Apply co-creation strategies to involve relevant stakeholders in developing social entrepreneurship ideas.
- Select a promising solution based on social value, feasibility and potential challenges.
- Create a simple prototype or project concept and present an initial elevator pitch for feedback.

DAY 5

Social Project Model, Resources & Feasibility

- Structure a social business model, identifying beneficiaries, activities, partnerships and expected value.
- Estimate the human, material and financial resources needed to develop the initiative.
- Compare funding, revenue and partnership opportunities, considering different social enterprise models.
- Assess project feasibility, sustainability, risks and ethical considerations through basic strategic analysis.
- Define simple indicators for measuring social impact and refine the project through group feedback.

DAY 6

Pitching, Impact Indicators & Educational Transfer

- Prepare and deliver a concise pitch adapted to a relevant stakeholder audience.
- Define simple indicators for intended social value, participation or learning outcomes.
- Translate the project cycle into a learner-centred classroom, VET or youth-work challenge.
- Complete peer feedback, implementation planning, course evaluation and Certification.

ADAPTABLE TRAINING

This programme is a planned framework. Specific activities, sequence, exercises and timings may be adapted by the trainer or provider to each group/edition.

COURSE RECORDS

Daily summary and attendance sheets record the schedule and a short account of each day's work, validated by the trainer and signed by the participants.

Edition-specific evidence: Learning Together maintains signed daily training and attendance records. This brochure describes the course framework; additional verification can be based on the records of the particular edition.

05 / LEARNING APPROACH & METHODOLOGY

Learning Together Methodology

Learning Together courses combine guided input supported by presentations and multimedia resources with practical experimentation, creative workshops, case-based learning and hands-on tools. Participants connect the learning to their own professional situations and progressively develop an applied outcome, which may take the form of a presentation, project, session plan, action idea, reflection or another relevant output.

Peer / trainer feedback supports refinement throughout the process, while European exchange encourages participants to compare practices, perspectives and approaches across different educational contexts.

Methods applied in this programme

Social Enterprise Cases & Community Research

Participants analyse social enterprises and community challenges, using case studies, interviews and stakeholder mapping to identify needs and entrepreneurial opportunities.

Design Thinking & Social Project Development

Guided workshops combine creative problem-solving, co-creation and prototyping with practical business modelling, resource planning and project feasibility.

Pitching, Impact & Educational Application

Participants prepare project pitches, define simple impact measures and design learning activities that help students develop and present social entrepreneurship ideas.

Collaborative learning, peer exchange and reflection

Participants work with European colleagues, compare professional contexts, exchange approaches and reflect on how the learning can be transferred to their own institutions.

> **Illustrative example: Turning a Community Challenge into a Social Enterprise Idea**
>
> Imagine a group of learners identifying a community problem, such as food waste or limited access to affordable educational resources. Participants investigate the needs, develop possible social enterprise solutions and prepare a simple business model. They assess available resources, consider funding opportunities and present their ideas through a short pitch, connecting entrepreneurship with active citizenship and social impact.

An adaptable learning experience

Learning Together courses are delivered by trainers with relevant professional & pedagogical experience, **who are fluent English speakers**. The trainer may vary by edition, adapting the activities to the group's professional context and learning goals.

Meet our trainers and explore our approach

06 / PRACTICAL INFORMATION & SUPPORT

Everything you need for your training

Your course materials and participant work

Participants receive access to course materials, including slides, presentations, worksheets and exercises made available for the sessions, through a dedicated online folder.

Depending on the activities, groups may also develop action plans or presentations. The output varies with the programme, trainer and group.

Materials to bring: None

Course package

Includes training sessions, digital materials, practical resources, administration and course-week support, welcome kit, coffee breaks and course documentation. Cultural activities and an orientation session **depend on the edition selected** (flights, accommodation & other personal arrangements are not covered).

Check fees and inclusions for your selected course.

Documents & certification

We issue Certificate of Attendance, invoice and support agreed Erasmus+ mobility documents, including Europass Mobility records. Certificate issuance follows the attendance conditions.

Send any additional school forms to our team in advance. Explore document guidance.

Provider & quality

Learning Together operates through registered organisations in every country where services are provided, each with its own Erasmus+ Organisation ID (OID). Our programmes combine clearly defined learning outcomes, participatory methodologies and practical activities, with participant evaluation & feedback at the end of the training.

Provider OIDs: Portugal E10201112 · **Spain** E10417947 · **Poland** E10419682

FROM INTEREST TO A CONFIRMED BOOKING

01
Pre-enrol

Share your course & preferred dates. Pre-enrolment is non-binding; wait for written confirmation before making non-refundable travel bookings.

02
Confirm your place

Our team will confirm availability by email. Complete final enrolment and billing details to secure your place.

03
Plan your travel

Once your booking is confirmed, you can plan your travel. Before travelling, check materials required, timetable and activities in your selected edition.

YOUR NEXT STEP

Ready to plan your course?

Check the current dates, duration, fee and edition status on the course page, then start your pre-enrolment or contact us!

View course & editions ↗ | Pre-enrol ↗

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