

Roboeducation

Robotics and logic games as the key for youth to the entrepreneurship and success in the labor market

Funded: ERASMUS+ K2

Project dates: 15.09.2015 – 14.03.2017

Target group: the youth at the age of 15-24

<https://www.facebook.com/Roboeducation-projectProjekt-Roboedukacja-892266130894983/?ref=ts>

Aim of the project is to develop a modern and effective model for teaching / promoting the pro-entrepreneurial attitudes among young people.

The partners will elaborate entrepreneurship educative model for non-formal youth education. The project outputs will include: 2 course books (one presenting how to use the robotics for teaching entrepreneurship, and the second on the use of logical games), 4 lesson scenarios, instructions for constructing the robots and programming them and 3 completely new robots.

The partnership is composed of:

- BEST Institut GmbH (Austria)

- Blue Ocena Robotics (Denmark)

- World Network of Young Leaders and Entrepreneurs (Finland)

- M2C Institute (Germany)

- Akademia Finansów i Biznesu Vistula Uczelnia Niepaństwowa Warsaw (Poland)