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S.E.VET
SOCIAL ENTREPRENEURS

S.E.VET (SOCIAL ENTREPRENEURSHIP VOCATIONAL EDUCATION AND TRAINING PROGRAM – Capacity Building Program

Coordinated by: EUROTraining, Greece, 2024



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Introduction

The rapid transformation of global economies necessitates a reevaluation of vocational education and training (VET) approaches, especially in sectors like engineering. As part of the S.E.VET Capacity Building Program (CBP), there is a concerted effort to integrate social entrepreneurship into the engineering curriculum. This initiative aims to equip VET engineering personnel with the tools and techniques needed to foster a new generation of socially responsible engineers.

Objectives

Participants in this sub-unit will create comprehensive educational resources tailored to the needs of VET engineering personnel. These resources will include lesson plans, case studies, and multimedia content designed to teach social entrepreneurship effectively within the engineering context.

Key Components

1. Creation of Educational Materials

- **Lesson Plans:** Develop structured lesson plans that outline the objectives, materials needed, activities, and assessment methods for teaching social entrepreneurship concepts.
- **Case Studies:** Compile real-world examples of successful social entrepreneurship ventures within the engineering sector to illustrate practical applications.
- **Multimedia Content:** Design engaging multimedia content such as videos, infographics, and interactive modules to support diverse learning styles.

2. Peer Review and Feedback

- **Collaborative Sessions:** Organize sessions where participants present their educational materials to peers for feedback.
- **Refinement:** Use the feedback to refine and improve the educational resources, ensuring they are clear, relevant, and impactful.

3. Dissemination Strategies

- **Implementation Plans:** Develop strategies for implementing these educational materials in VET institutions, ensuring they reach a wide audience of engineering educators and students.
- **Resource Accessibility:** Ensure that all materials are accessible through the S.E.VET project website and other relevant platforms.

Lesson Content

Name of the Partner: BEP	
Unit 4: Tools & Techniques to Incorporate Social Entrepreneurship into the Educational Curriculum	
Lesson content for Sub-Unit 2: Developing Educational Resources	
Duration	"2,5" hours
Mode of Presentation:	PowerPoint Presentation, Word Document
Title:	Developing Educational Resources for Teaching Social Entrepreneurship in the Engineering Sector
Introduction to the Session (15 minutes)	
Content of Presentation:	<ul style="list-style-type: none"> • Overview of the Lesson: <ul style="list-style-type: none"> - Introduction to the importance of educational resources in teaching social entrepreneurship. - Outline of key objectives and topics to be covered. • Learning Objectives: <ul style="list-style-type: none"> - Participants will understand the process of creating effective educational resources. - Participants will be able to design lesson plans, case studies, and multimedia content tailored to VET engineering personnel.
Discussion Points:	<ul style="list-style-type: none"> • Importance of customized educational materials. • Role of well-developed resources in enhancing learning experiences.
Designing Lesson Plans (45 minutes)	
Content of Presentation:	<ul style="list-style-type: none"> • Key Components of a Lesson Plan: <ul style="list-style-type: none"> - Objectives - Materials needed - Lesson structure (introduction, main activity, conclusion) - Assessment methods • Steps to Create an Effective Lesson Plan: <ul style="list-style-type: none"> - Identifying learning objectives. - Outlining the content to be covered.

	<ul style="list-style-type: none"> - Planning interactive activities to engage students. - Developing assessment strategies to measure learning outcomes.
Interactive Activity:	<ul style="list-style-type: none"> • Participants will work in groups to draft a lesson plan on a chosen social entrepreneurship topic within the engineering sector. • Group presentations and peer feedback.
Developing Case Studies (40 minutes)	
Content of Presentation:	<ul style="list-style-type: none"> • Importance of Case Studies in Education: <ul style="list-style-type: none"> - Real-world application of theoretical concepts. - Encouraging critical thinking and problem-solving. • Steps to Create a Case Study: <ul style="list-style-type: none"> - Identifying a relevant topic or issue. - Gathering data and background information. - Structuring the case study (introduction, problem statement, analysis, solution).
Interactive Activity:	<ul style="list-style-type: none"> • Participants will be provided with a template and work individually or in pairs to develop a case study relevant to social entrepreneurship in the engineering sector. • Presentation of case studies and group discussion.
Creating Multimedia Content (40 minutes)	
Content of Presentation:	<ul style="list-style-type: none"> • Types of Multimedia Content: <ul style="list-style-type: none"> - Videos - Infographics - Interactive presentations • Steps to Create Effective Multimedia Content: <ul style="list-style-type: none"> - Defining the purpose and audience. - Scripting and storyboarding. - Selecting appropriate tools and software. - Ensuring accessibility and engagement.
Interactive Activity:	<ul style="list-style-type: none"> • Participants will brainstorm ideas for multimedia content that can be used to teach social entrepreneurship.

	<ul style="list-style-type: none"> • Participants will create a short video or infographic using online tools. • Sharing and reviewing created multimedia content.
<p>Peer Review and Feedback Session (20 minutes)</p> <p>Content of Presentation:</p>	<ul style="list-style-type: none"> • Importance of Peer Review: <ul style="list-style-type: none"> - Enhancing the quality of educational resources through constructive feedback. - Collaborative improvement and learning. • Conducting a Peer Review: <ul style="list-style-type: none"> - Reviewing each other’s lesson plans, case studies, and multimedia content. - Providing structured feedback using a predefined rubric.
<p>Interactive Activity:</p>	<ul style="list-style-type: none"> • Participants will review and provide feedback on their peers' educational resources. • Group discussion on key takeaways and areas for improvement.
<p>Strategies for Disseminating and Implementing Educational Materials (20 minutes)</p> <p>Content of Presentation:</p>	<ul style="list-style-type: none"> • Effective Dissemination Strategies: <ul style="list-style-type: none"> - Utilizing online platforms and learning management systems. - Engaging with professional networks and communities. • Implementing Educational Resources in VET Institutions: <ul style="list-style-type: none"> - Training educators and instructors. - Monitoring and evaluating the effectiveness of the resources.
<p>Discussion Points:</p>	<ul style="list-style-type: none"> • Participants share their experiences and strategies for implementing educational resources. • Brainstorming potential challenges and solutions.
<p>Conclusion and Wrap-Up (10 minutes)</p> <p>Content of Presentation:</p>	

	<ul style="list-style-type: none"> • Summary of Key Takeaways: <ul style="list-style-type: none"> - Importance of well-developed educational resources. - Steps and strategies for creating effective lesson plans, case studies, and multimedia content. • Reflection: <ul style="list-style-type: none"> - Participants reflect on how they will apply what they have learned to their own teaching practices.
<p>Next Steps:</p>	<ul style="list-style-type: none"> • Overview of the next session. • Assignments or readings to be completed before the next session.
<p>Training Resources:</p>	<ul style="list-style-type: none"> • Presentation slides • Templates for lesson plans and case studies • Online tools for creating multimedia content • Peer review rubrics • Handouts with additional reading materials and references