



Danube Transnational Programme
InnoSchool



Project co-funded by the European Union funds (ERDF, IPA, ENI)

A stream of cooperation

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InnoSchool

Strengthening social innovation and entrepreneurial spirit of secondary schools' students by using highly innovative Learning System

1. Tackled challenge

Entrepreneurship activities in the majority of Danube regions are relatively low as compared to European Union average. It is due to various reasons. The most critical ones are low entrepreneurship spirit inside society, low credit of entrepreneurship and underdeveloped entrepreneurial culture. Additionally, the majority of entrepreneurial activities are concentrated in few industries.

At the same time, the societies in these regions are increasingly more challenged by new social needs resulting from rapid technological and environmental changes. It becomes an important challenge for regional public administration: seeking sustainable solutions to tackle these needs. Social innovation and entrepreneurship are regarded as very useful contributors, however their maturity is currently very low. Systematical change to support engagement towards social innovation and entrepreneurship is therefore needed.

InnoSchool tackles the need for system change, to support weak entrepreneurial culture and low engagement towards social innovation and entrepreneurship starting from adolescence years. Ages 16-17, when adolescents are in secondary schools is a crucial period to motivate and stimulate their interest in order to influence their future work and life career decisions. A high-quality secondary schooling supporting education, not only for the future employees, but also for future entrepreneurs, is needed.

2. Objectives of the InnoSchool project

InnoSchool's general objective is to strengthen social innovation and entrepreneurial spirit of secondary schools' students by developing, testing and introducing the highly innovative InnoSchool Learning System, combining innovations introduced for adolescents in order to achieve attractiveness and educational impact.

The first InnoSchool specific objective is therefore to improve attractiveness and impact learning systems used at secondary schools curriculums to strengthen social innovation and entrepreneurship spirit. The second specific objective is to improve stakeholder knowledge on using innovative Learning System. The third specific objective of the InnoSchool project is to improve educational frameworks by implementing an innovative Learning System into curriculums.

3. InnoSchool's innovative approach

The InnoSchool project introduces 4 core innovative elements:

- (1) serious game for online simulation of social innovation and entrepreneurship will be combined with lectures, guiding, reflection sessions held by teachers to maximize educational impact through an experiential learning process,
- (2) social media's and interschool competition's aspect will be added to boost the attractiveness of the learning system,
- (3) inclusive design and development of the InnoSchool Learning System involving policy bodies, secondary schools, representatives of business helix and territorial organizations working in social services to boost attractiveness and impact,

(4) development of Action plans in order to include the Innovative Learning System in territorial curricula to ensure sustainability and wide impact on society.

4. Our initiative towards a new pedagogy

Our initiative refers to developing a highly Innovative Learning System, in fact a new pedagogy through participative process and design. It is also the result of an intense interaction, learning process, cooperation and innovation performance between project partners. In the same time, it brings together - due to workshops, advisory groups, focus groups - teachers and school actors, business representatives, social services, non-governmental organizations, policy bodies, all interested in supporting education system to better encounter entrepreneurial skills of young people.

5. How to get engaged in the InnoSchool project

It doesn't matter if you are a secondary school – headmaster, teacher or even students yourselves, policy body responsible for curriculum in secondary school, business or social business representative, organization or association working with social needs, business supporting organization or media, you can get engaged in the InnoSchool project through one of the following means:

- become a member of the territorial Advisory Group (providing us feedback for drafts, activities and outputs),
- participate in our regular public events,
- follow our international or territorial activities via newsletter or social media,
- visit our web page <http://www.interreg-danube.eu/innoschool> or send us an email according to the contact data listed on the last page.

6. Key outputs for InnoSchool

A

Development of the InnoSchool

- Serious game
- Teacher lecturing / guiding sessions
- Social media interaction
- Interschool competition



B

Pilot testing in 9 territories

- Open call for schools
- Teacher training workshop
- 4-month pilot at selected schools
- Impact Report measuring Educational impact



C

Inclusion to curriculums

- Institutional learning workshops
- Policy roundtables
- Action Plans to include ILS to curriculums
- Policy Guidance for Transferability to further territories



7. Project Partners:

-  DEX Innovation Centre
-  Business Incubator – Gotse Delchev, Entrepreneurship Promotion Centre
-  The European Center for Socio Professional Integration ACTA
-  Central Transdanubian Regional Innovation Agency Nonprofit Ltd.
-  Vienna Board of Education, European Office
-  Technical University of Kosice
-  Regional Department of Education - Blagoevgrad
-  Centre for Resources and Educational Assistance of Bihor County
-  Agency for Economic Development of City of Prijedor “PREDA-PD”
-  Regional Agency for Development and European Integration Belgrade
-  FACLIA - Association for Children and Youth

8. Associated Strategic Partners:

-  Regional Authority of Liberec Region
-  Vocational Training Center, Székesfehérvár
-  Ministry of Education and Culture of Republic of Srpska
-  Ministry of Education, Science and Technological Development
-  Košice Self-Governing Region
-  Ungheni Education Directorate



Contact, more information

Visit our web page:

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