

Press Release on the Development and Production of the Board Game “EnterWorld”

The partners of the consortium of the EnterSchoolMind project are happy to announce that the development and production phases of the “EnterWorld” board game were carried out successfully and the game is now available. “EnterWorld” is the final output of the project and is destined for pupils of primary education, as well as their parents and/or their teachers. The aim of the game is to help pupils develop competences that are directly related to the cultivation of their entrepreneurial mindset. This is achieved by giving different scenarios to the pupils, where their decisions will determine whether they will be able to move forward in the game and reach their final destination, the EnterWorld. Each scenario is classified in one of the six distinct categories of cards, which correspond to eight different competences that were agreed upon by the partners of the consortium, in conjunction with the EU Entrecomp Framework. More specifically, the competences which are addressed in the board game are:

- Learning through experience & Self-awareness and self-efficacy (Blue cards)
- Planning and management & Coping with uncertainty, ambiguity and risk (Orange cards)
- Creativity (Purple cards)
- Motivation and perseverance (Red cards)
- Ethical and sustainable thinking (with the sense of community and common good) (Green cards)
- Working with others (Yellow cards)

The board game was developed by the project partners (MMC and DIMITRA). In order for the quality and relevancy of the game to be tested, a piloting phase took place in primary schools in three of the partners’ countries: Cyprus, Greece, and the UK.

Finally, “EnterWorld” is available in two languages, English and Greek, and beside the pieces which were in the production phase, the game is also available in printable form.

