

"ImpactED – Gamified Social Entrepreneurship Educational Approach"

The link: <https://sua.lv/en/examples-of-educational-games-and-innovative-approaches-in-europe/>



SHORT DESCRIPTION

This guide presents a selection of actual case studies showing how educators are successfully blending gamification, sustainability, and entrepreneurship in the classroom.



SUGGESTIONS

This guide is designed for educators, trainers, and curriculum creators looking for ideas when planning lessons or workshops on sustainability, gamification, or entrepreneurship.

It's especially helpful during teacher training sessions, Erasmus+ projects, or when designing modules focused on green skills. The case studies included are adaptable and can be used in different educational settings, from high schools to adult education. Trainers can also use this guide to spark discussions, encourage teamwork, or develop new activities with students based on proven methods

KEY WORDS

- Gamification
- Education
- Green business
- Sustainability
- Social Impact

LANGUAGES

English.

PRICING

The resources are available freely.