YouLead

Youth Learning Entrepreneurship through Digital Serious Game

Welcome to the first edition of the YouLead Newsletter! We're thrilled to share updates on this exciting project. In this issue:

- The first YouLead Training Lab in Toulon
- Five days of learning by doing
- Testing the YouLead Digital Quiver
- What participants said
- What's happening now

The First YouLead Training Lab in Toulon

From 1 to 5 June 2026, the first YouLead Training Lab for youth workers took place in Toulon, France, bringing together 16 youth workers and youth mentors from the partner countries.

The goal: to strengthen their capacity to support young people, especially those facing social, economic, geographical or educational barriers, in developing entrepreneurial skills and pathways.

Over five days, participants combined conceptual input with peer exchange, real case studies, role-playing, mentoring exercises and hands-on testing of the YouLead digital tools.



Who took part? Youth workers, trainers, mentors, project managers and entrepreneurs, all professionals who accompany young people on their personal, professional and entrepreneurial journeys.

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Five Days of Learning by Doing





Day 1: Welcome & networking

Arrivals, ice-breakers and a welcome dinner set a trusting, positive group dynamic.

Day 2: Foundations & context

The YouLead project, the entrepreneurial mindset, the challenges young entrepreneurs face, and how youth entrepreneurship is supported in each partner country.

Day 3: Learning by doing & digital tools

Real youth entrepreneurship cases, then hands-on testing of the YouLead Digital Quiver in small groups.

Day 3: Mentoring & facilitation

Building trust, supporting young people with low confidence and role-playing real mentoring situations, using videos from the Animation Palette.

Happening
NOW

Now we move forward with action! !

Day 4: Reflection, transfer & certification

Collective reflection, evaluation and planning how to bring the methods and tools home, closing with certification.



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Testing the YouLead Digital Quiver

On Day 3, participants tested the three tools of the YouLead Digital Quiver in small groups and reflected on their usability, accessibility, learning value and relevance to youth work. The tools were tested in all partner languages.

Testing the YouLead Digital Quiver

Digital Serious Game
A business simulation that lets young people experience the entrepreneurial process in a realistic, interactive way.
5.00 / 5 for engagement & ease of use

Audiobook
Inspiring content and new ideas on youth entrepreneurship, to listen to anytime, anywhere.
4.33 / 5 for usefulness of the content

Animation Palette
Short animated videos that make key entrepreneurial concepts easy to understand.
4.44 / 5 for ease of understanding

What Participants Said

The evaluation, based on questionnaires before and after the training, showed very positive results:

4.89/5
for active engagement and effectiveness of the methods

+89
Net Promoter Score for the YouLead Digital Quiver

12/12
competence statements improved after the training

12/12
competence statements improved after the training

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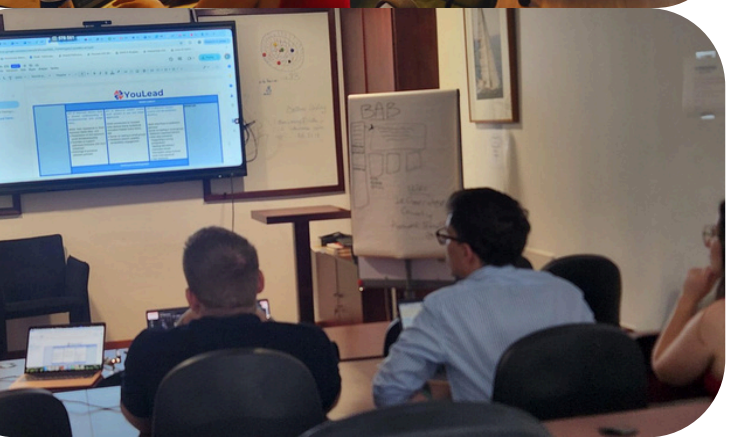
Newsletter n.3

Youth Learning Entrepreneurship through Digital Serious Game

(Apprentissage de l'entrepreneuriat pour les jeunes à travers un jeu sérieux numérique)

From the training room to real workshops!





Participants especially valued exchanges based on real cases, networking and intercultural learning, interactive exercises and the Digital Serious Game, which one participant described as a realistic and interactive way to understand the entrepreneurial process.

The learning is already travelling. Since the Training Lab, some participants have used the Serious Game in workshops with young people and shared the YouLead resources with colleagues in their organisations.

Happening NOW

From the training room to real workshops!

Step by step, we are building a European network of youth workers ready to make entrepreneurial education more inclusive and engaging.



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