



THE BOARD MEASURES  
42 CM X 42 CM.

I RECOMMEND PRINTING IT IN A2  
SIZE, **DOUBLE-SIDED**, AND THEN  
CUTTING IT OUT.

FOLD IT ACCORDING TO THE  
PROJECT'S COLOR SCHEME UNTIL  
IT TURNS INTO A BOOKLET.

REMEMBER, THE FRONT WILL  
CONTAIN THE PROJECT'S LOGO,  
WHILE THE BACK WILL BE  
THE "ABOUT" INFORMATION.

# WHO ARE THE PARTNERS?

## COORDINATOR

Italy, TDM 2000 ODV  
[tdm2000.org](http://tdm2000.org)

## PARTNERS

ASSOCIATION INTERCULTURA, France  
[associationintercultura.unblog.fr](http://associationintercultura.unblog.fr)

COMUNE DI CINISELLO BALSAMO, ITALY  
[comune.cinisellobalsamo.mi.it](http://comune.cinisellobalsamo.mi.it)

CORBIZ CORPORATE BUSINESS SOLUTIONS, Turkey  
[cor-biz.com](http://cor-biz.com)

INSTITUTE OF ENTREPRENEURSHIP DEVELOPMENT, Greece  
[ied.eu](http://ied.eu)

IUVENTA NEVLADINA ORGANIZACIJA UDRUZENJE, Serbia  
[ngoiuventa.org](http://ngoiuventa.org)

MEDIA CREATIVA 2020, Spain  
[mediacreativa.eu](http://mediacreativa.eu)

# WHAT ARE THE RULES?

All the players start from the beginning. Use the characters as game pawns, and if one doesn't exist; draw your own character. There are 17 squares from the start to the finish. Rolling the dice can move you forward or backward. The first player to complete the path wins! T

The first circle corresponds to the deck of "SDG's goals" cards. The second circle corresponds to the "Entrepreneurship" cards. The final circle corresponds to open-ended questions on the theme of "Sustainability in Business". The fourth deck contains help cards for the final level. They can be bought with the special tokens earned for each correct answer.

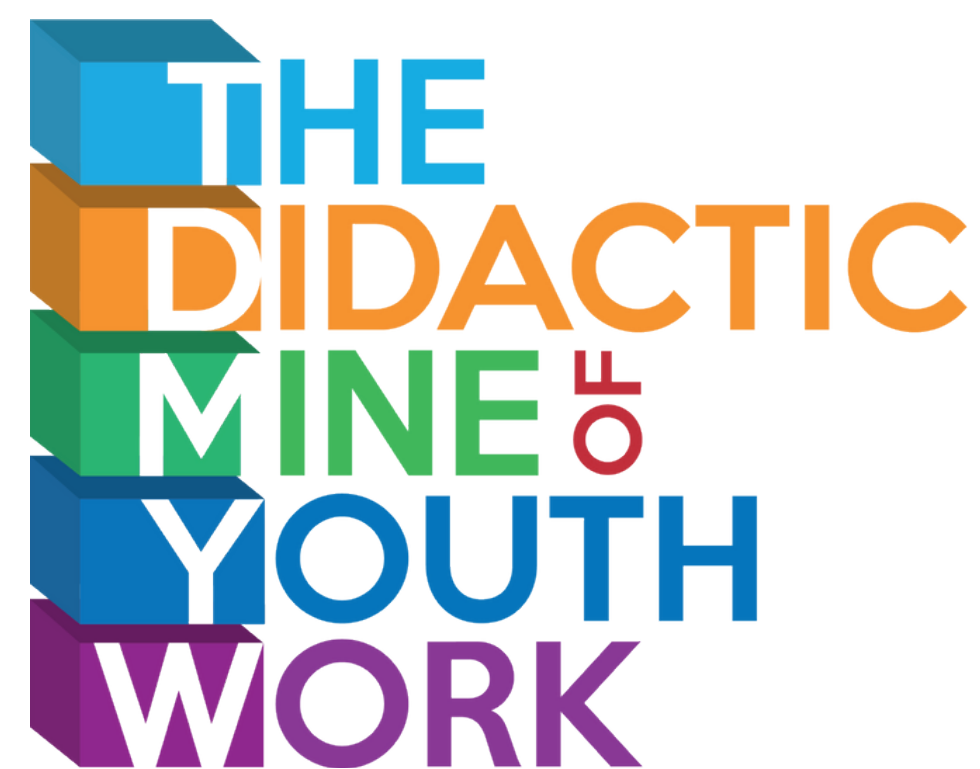
On each turn, the player must draw a card from the deck corresponding to the player's current level. If the question is answered correctly, the player gets 1 token. In the first two circles, you have a chance to gain tokens by answering the questions correctly. Once you feel ready for the next level, you can use the stairs in specific cells.

In the third level, players must provide a detailed response to an open-ended question. The other players will vote to decide if the player solves the case correctly and wins the game.

# ABOUT THE PROJECT

The project laid its roots back in 2018, when TDM 2000 planned the strategic partnership "The added value Entrepreneurship in Youth Work (SEYW)" and created during the pandemic. During this time frame, we observed how much social entrepreneurship and youth work have in common when it comes to supporting sustainable development of the community and as a consequence of the individuals. The results from the SEYW project and other authors and studies show that social entrepreneurship is considered as a means for solving social problems and as an important tool for supporting sustainable development.

As the COVID-19 pandemic revealed the vulnerability of our economic and social structures around the world, there is more than ever needed to reshape current structures by promoting a more inclusive and sustainable economic model with the introduction of renovated approaches, such as entrepreneurial education. At the same time organizations that work in the field, youth need to have the right tools to be able to work with their target groups in the field of social entrepreneurship to complete the responsibility they hold towards the communities where they work, their targets, and their donors, and therefore to do quality work.



Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.

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