

Project based learning

Summary

This 6-hour project-based activity enables Master Trainers and Trainers to co-create two complementary entrepreneurship training modules focused on Learning through Experience and Working with Others. Trainers design materials that help women entrepreneurs reflect on their experiences, learn from practice, and build networks of mutual support.

By the end of this project-based activity, trainers will be able to:

- Design two enterprising training modules (Learning through Experience and Working with Others) promoting reflection and collaboration.
- Apply experiential learning and mentoring approaches to transform experience into knowledge.
- Integrate group-based learning activities strengthening communication and teamwork.
- Prototype blended learning materials combining reflection, collaboration, and digital sharing tools.

Preparation

Estimated duration: 1 hour

1. Context Exploration

Identify examples of how women entrepreneurs learn from experience and collaboration.

2. Inspiration Inputs

Review testimonials from women's business networks and cooperatives highlighting shared learning.

3. Ideation Session

Groups draft learning outcomes for the two modules using the EntreComp Framework.



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Delivery

Estimated duration: 4 hours

1. Design Sprint – Enterprising Module: Learning through Experience (2 hrs)

Develop an “Experience Cycle Lab” where learners reflect on a real entrepreneurial challenge using Kolb’s experiential learning cycle.

2. Design Sprint – Enterprising Module: Working with Others (1.5 hrs)

Create a “Collaboration Canvas” mapping potential partnerships, networks, and shared projects.

3. Peer Exchange (30 mins)

Groups present drafts and collect peer feedback on collaboration and learning design.

Reflection

Estimated duration: 1 hour

1. Reflection (30 minutes)

Individual reflection on how mentoring helps recognise learning from experience and the role of collaboration in growth.

2. Review (30 minutes)

Peer-review prototypes using criteria on relevance, experiential and collaborative methods, and alignment with EntreComp.

Entrepreneurship Module

Each group produces two enterprising module prototypes (Learning through Experience and Working with Others) each containing a session outline, one core interactive activity and facilitator guidance. Materials can be presented in multiple formats (e.g., infographic, storyboard or digital file) and saved to a shared drive before their review, finalisation and upload to the WEntre Online Learning Platform.

