

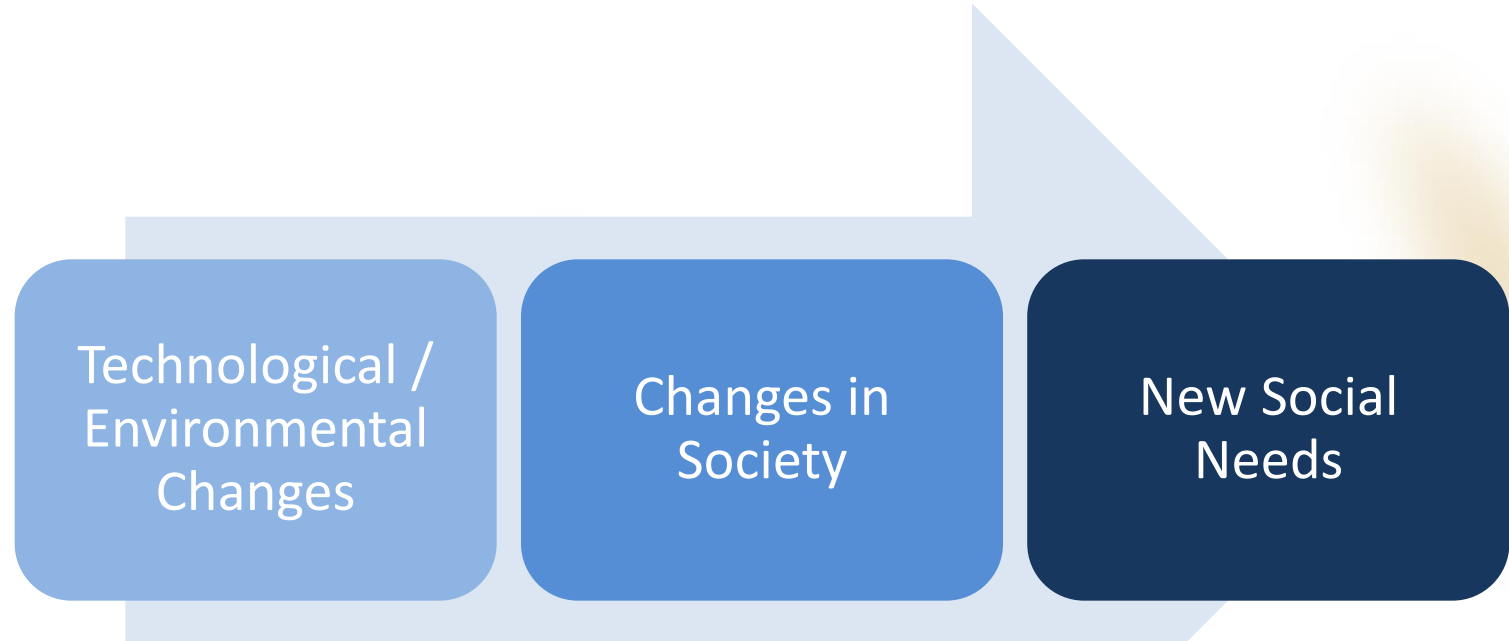
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The Change

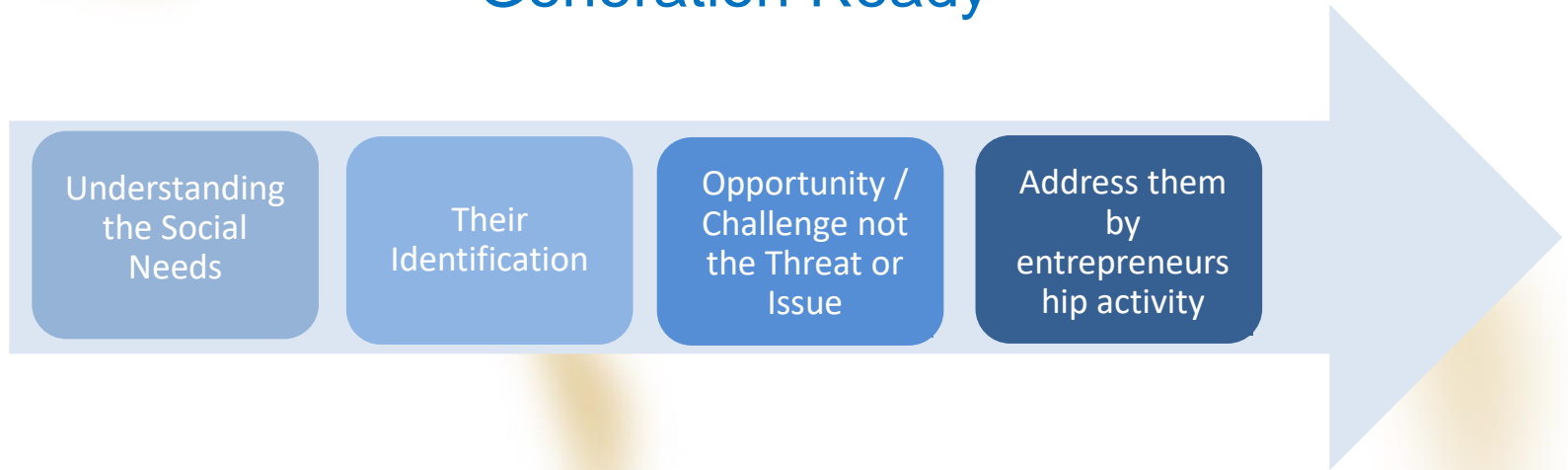


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Generation Ready

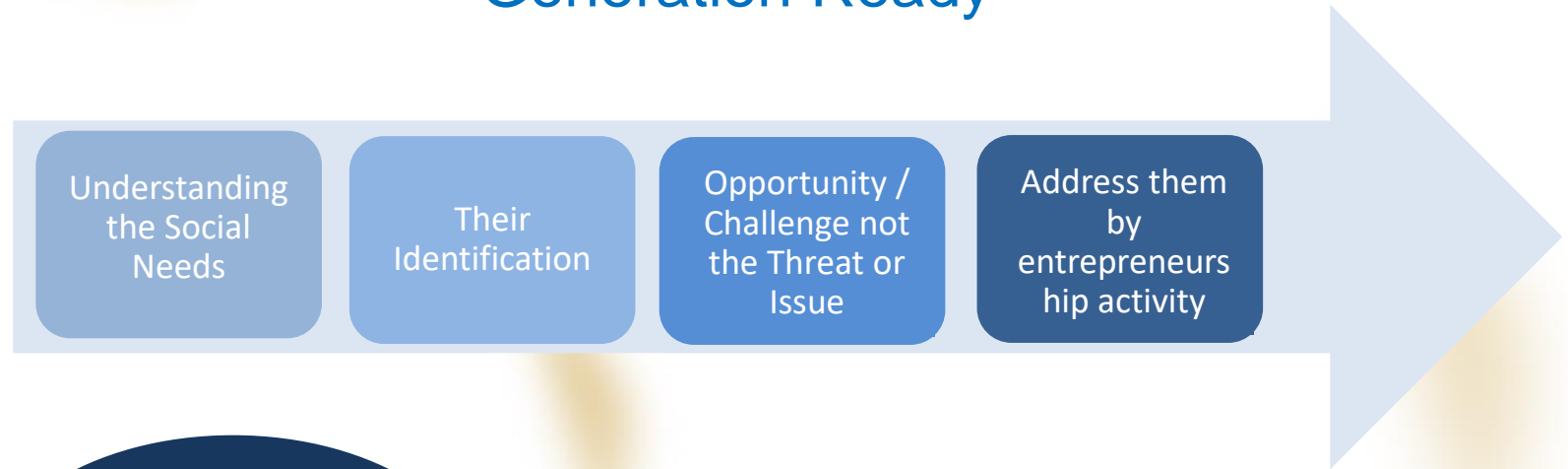


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Generation Ready



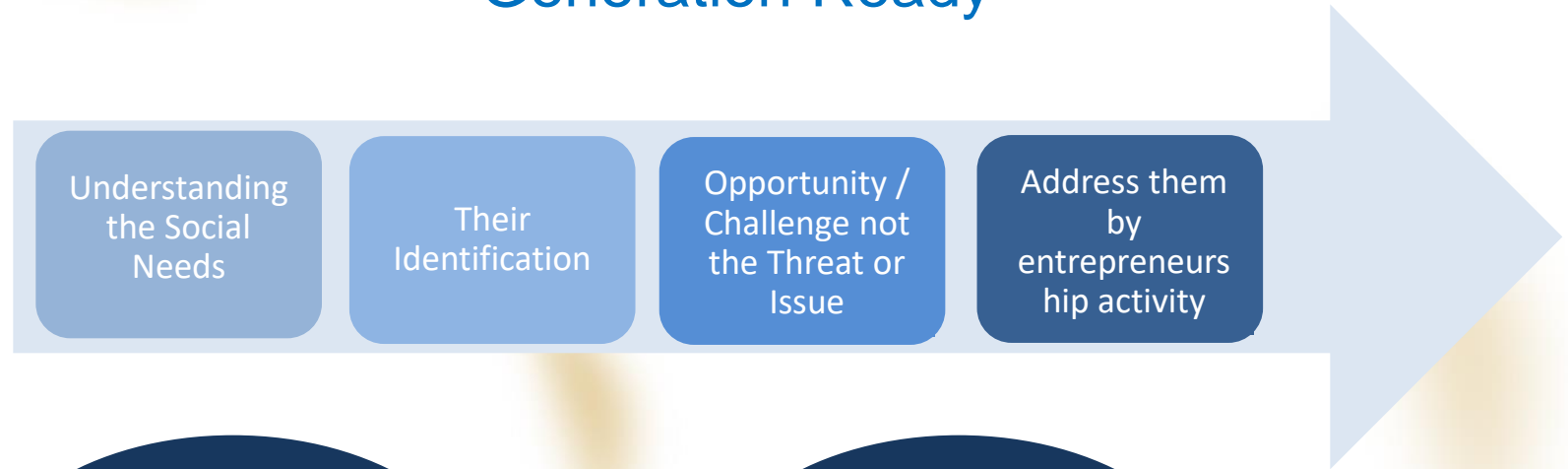
ENABLERS
Mind-set & Skills

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Generation Ready



ENABLERS
Mind-set & Skills

TARGET GROUP:
Adolescents 17-18 years of age

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STEP1 Developing of InnoSchool Learning System

Key needs

Key elements

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STEP1 Developing of InnoSchool Learning System

Key needs

Attractiveness

Mind-set change

Educational Impact

Key elements

Serious Game

Teacher's Lecturing and Guidance

Social media interaction

Inter school Competition

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STEP2 Pilot of ILS in 9 countries

Why Pilots?

Demonstrate
Impact

Gather
Feedback

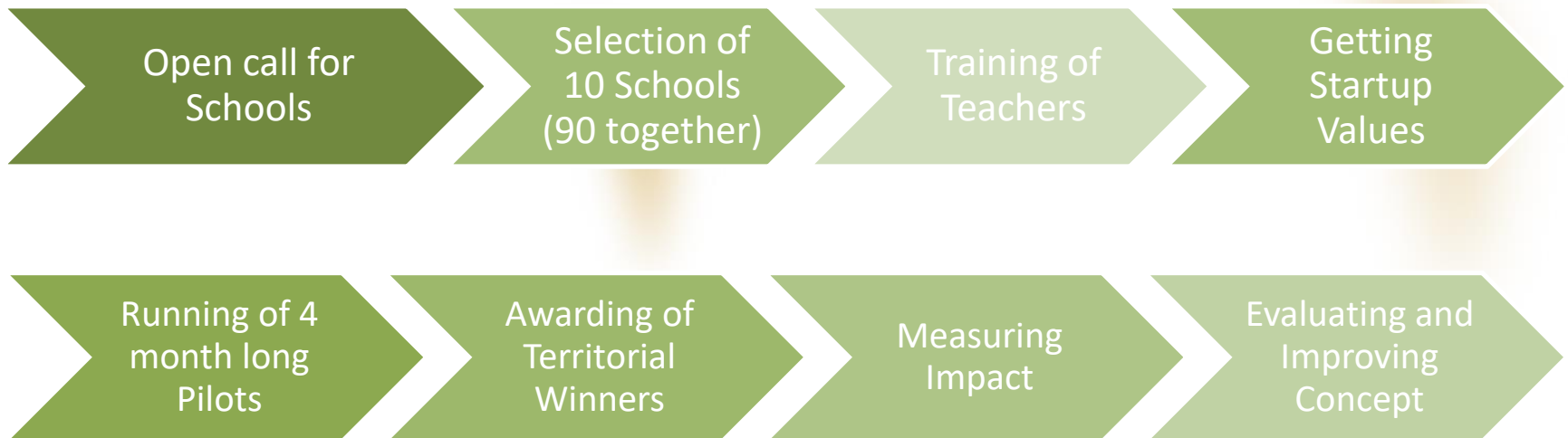
Deliver Good
Practice

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STEP2 Pilot of ILS in 9 countries
Step-by-Step Methodology



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STEP3 Sustainability and Wider Impact

Sustainability Measures

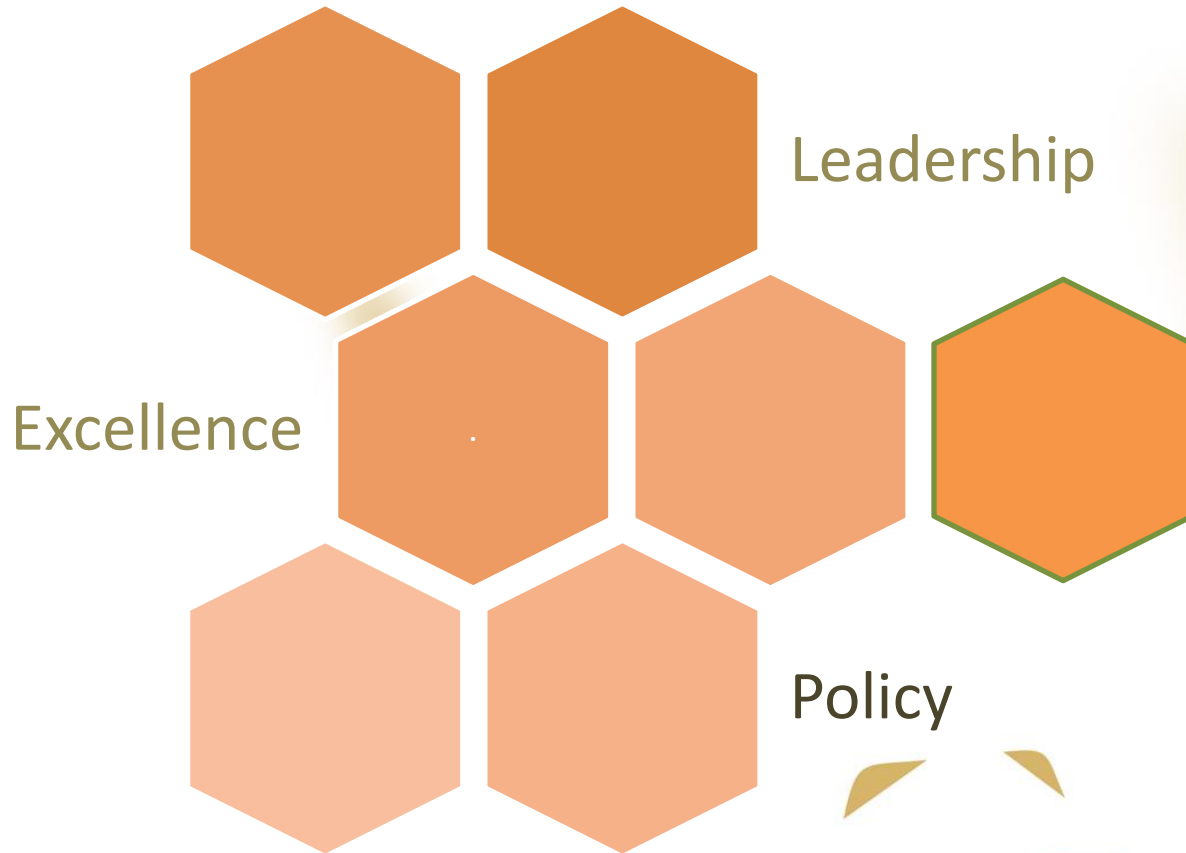
- Development of the Action plans for adding ILS to curricula in 2 years
- Implementation of the Action Plans

Transferability Measures

- Dissemination Activities
- Policy Guidance For Transferability
- Results of pilots (Good practice, Impact)

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InnoSchool Ecosystem

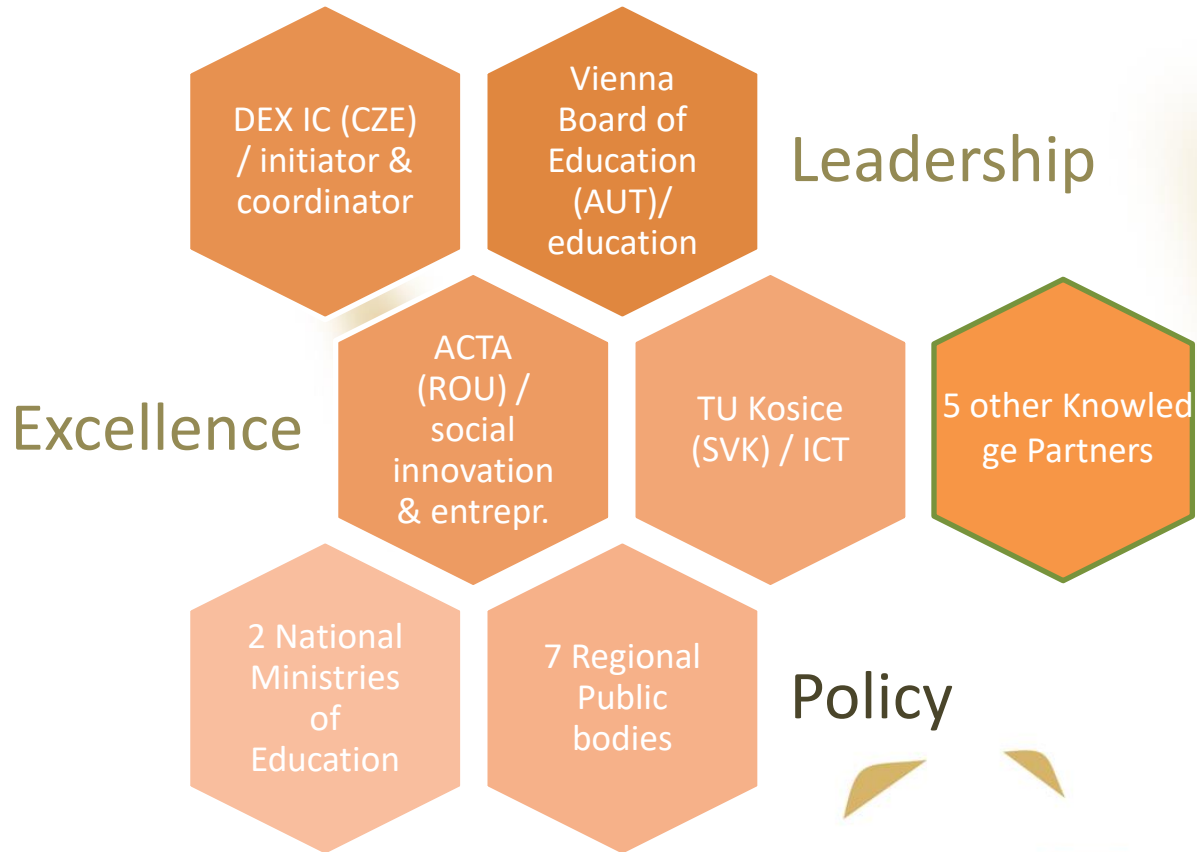


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InnoSchool Ecosystem



Thank you for your
Attention

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