

NEWSLETTER

3

2025

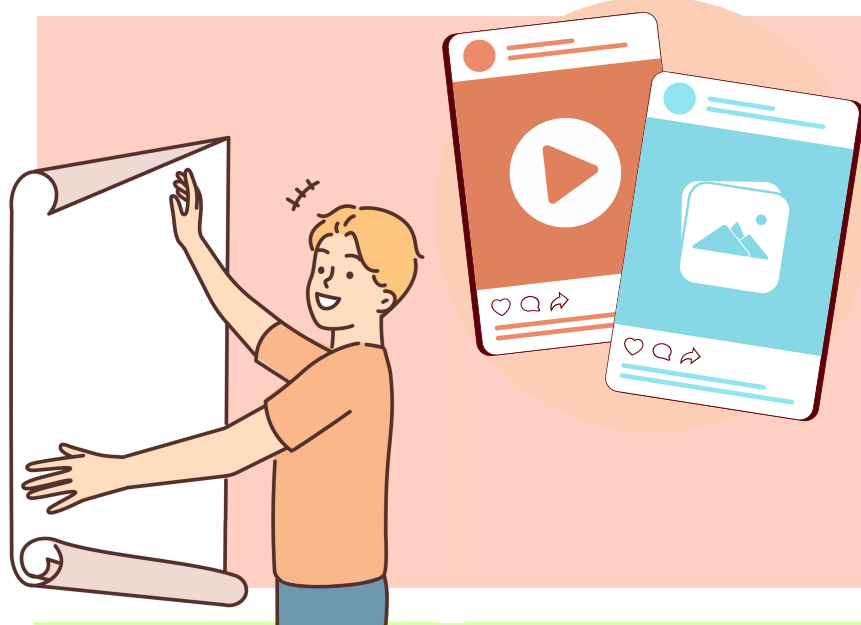


CURRENT STATUS

RESULT 2 LEARNING NUGGETS DEVELOPMENT

We are now focused on creating engaging learning nuggets to foster soft skills development among students.

These resources are being designed in various formats to ensure accessibility and adaptability in different educational settings.



USED FORMATS

- Posters •
- Reels and Videos •
- Flashcards •
- Worksheets •
- Interactive Exercises •
- Quizzes •

THE CONSORTIUM

SPAIN



IRELAND



CZECH REPUBLIC



STROSS

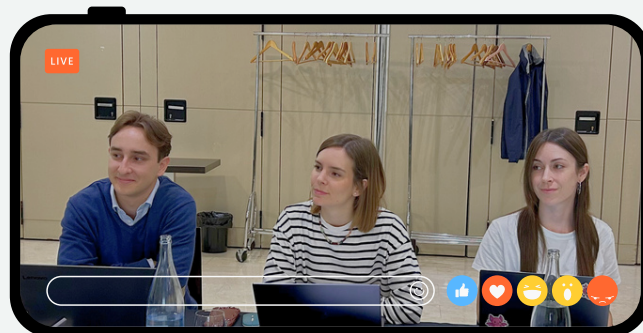
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3rd TPM IN SPAIN



On 6-7 November 2024, the Young LEAD consortium gathered in Granada, Spain, for a productive Transnational Project Meeting (TPM). Partners discussed key milestones, including the development of interactive digital materials to foster soft skills in students.

A key highlight was the involvement of teachers from ZŠ Stross, De La Salle, and Colegio Carlos V, whose insights are shaping resources that will be practical and impactful in classrooms. The team also visited Salesianos School in Granada, aligning with our mission to enhance leadership and soft skills education.



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NEWSLETTER

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YOUNG  LEAD

FIRST RESULTS NOW ACCESSIBLE ON OUR LEARNING PLATFORM

in
English

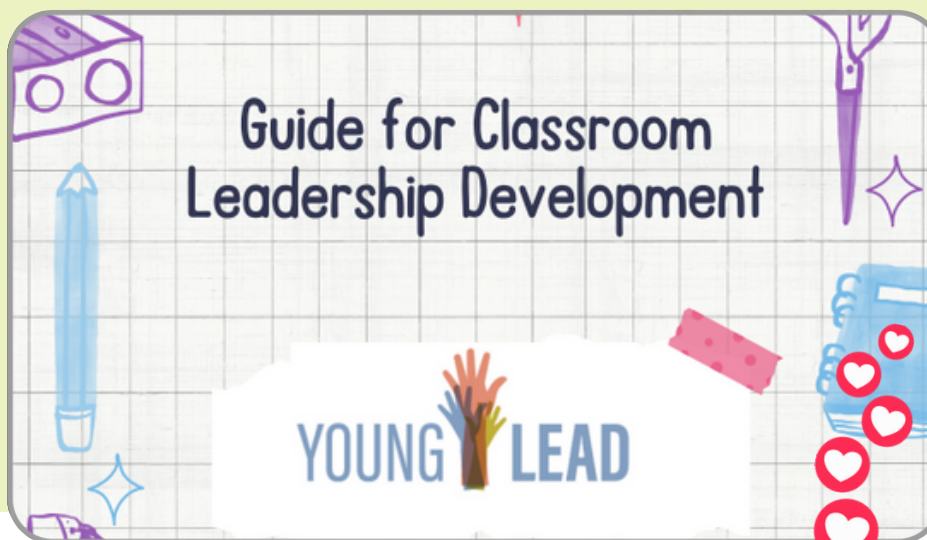


The screenshot shows a game card titled "Follow the Leader". At the top, it says "Leadership skills and soft skills to be developed" with icons for "Decision making" and "Communication". The title of the game is "Follow the Leader" with a description: "Students use powers of observation to identify the secret Leader of a group of Followers". Below this, there are four fields: "Recommended age for this game:" with "11-13", "Duration:" with "25 min", "Number of Students:" with "7+", and "Game Use:" with "In the classroom" (marked with a green checkmark). At the bottom, there is an "Instructions:" section.

One of the key outputs now available is the Leadership Games Collection, designed to help students strengthen essential soft skills such as teamwork, decision-making, and resilience.

One example is the game "Follow the Leader," where students take turns guiding their peers through various challenges, encouraging confidence and cooperative decision-making.

Alongside the games, the Methodic Guideline has been developed to support teachers in implementing these activities effectively. This guide includes practical strategies, such as metacognitive exercises and self-reflection activities, to help students evaluate their progress and enhance their leadership potential.



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