

Train the trainers package

Introduction

The **Train the trainers package** is a set of methodologies and tools designed and developed to support the educational-training model created within the project PNPV rev 2.

The set includes:

- A questionnaire for guidance;
- The PNPVillage serious game;
- A manual for teachers
- Tools for qualitative analysis.

The questionnaire for guidance is a tool that can measure the attitude towards entrepreneurship in students aged between 16 and 18 years.

The questionnaire has been developed starting from the research work of R. Athayde who has created a tool to measure attitudes towards entrepreneurship in young people (named Ate test) and from the studies of Krueger on the entrepreneurial potential and intentions.

The questionnaire has been adapted in Italian and in all the languages of the partner countries, thus allowing its administration to all the students involved in the project PNPV2 in the partner countries. In such a way it has been possible to validate and correct the questionnaire, making it a valuable support for teachers

The PNPVillage serious game

PNPVillage is an online game that tests students' skills in the management of a tourist village, and it has been developed according to the following general objectives:

- creating a simulated environment very close to the real world, which allows students to understand the elements of complex situations;
- promoting competitive dynamics among students;
- allowing teachers to monitor students' activities by means of tables, graphs and success rates.

The manual for teachers

The manual is the guide the teachers should refer to during the test activities. In this way, teachers will be constantly supported in implementing the actions to be carried out, they will be guided to the presentation of specific topics during the lessons and, finally, what arrangements for monitoring and evaluation could be undertaken.

Tools for qualitative analysis

The tools for qualitative analysis include:

A questionnaire to evaluate the game for students

A questionnaire to evaluate the game and the teaching methodology for teachers

References

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