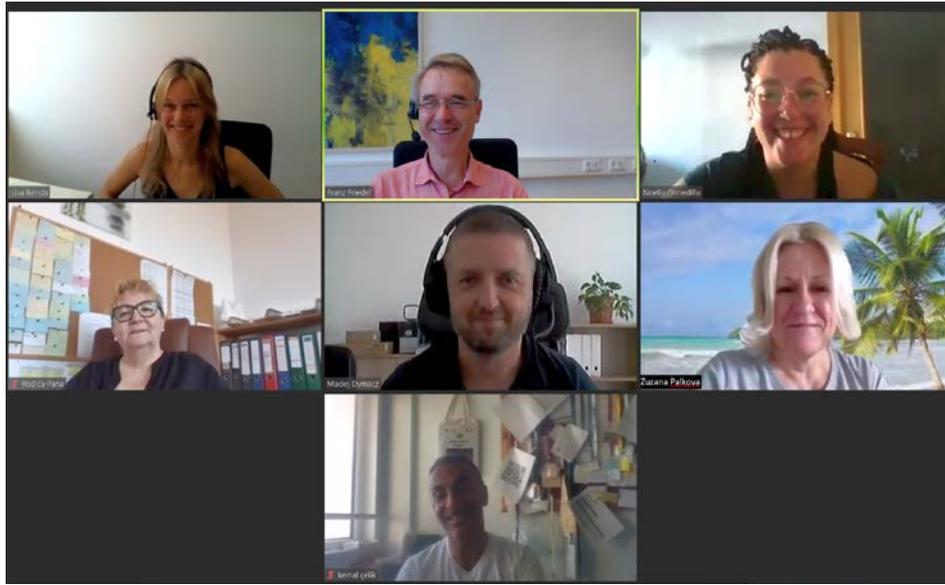




## Newsletter

### International meeting (online; hosted by Slovakia)



Although it was unfortunately not possible for us to meet in person in Slovakia as planned, we were still able to hold a productive international project meeting in an online format. The training units on occupations and entrepreneurship in rural areas as well as some of the therefore required soft skills had already been completed and translated into all languages of the partner countries involved in spring. Consequently, the focus of our work in recent weeks, as well as in this meeting was on the creation of an attractive website on which the training units will be made available for download.

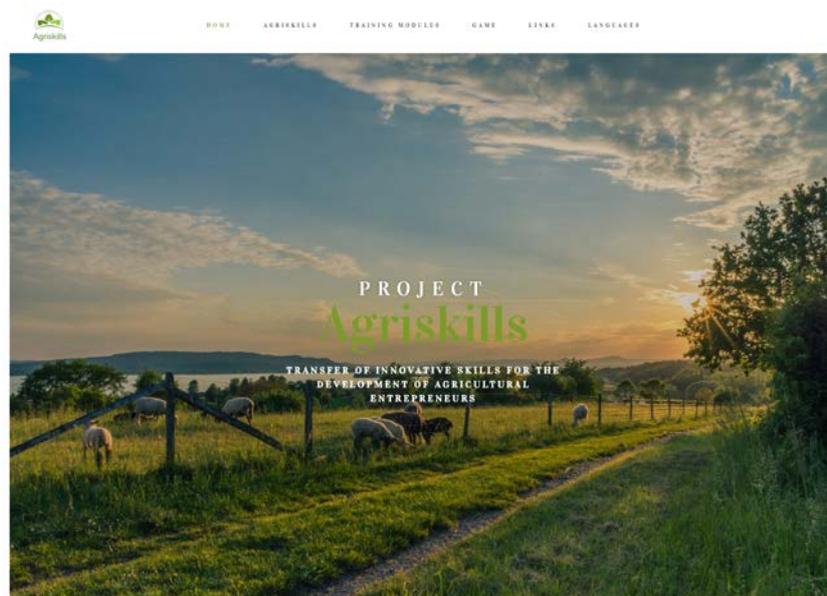
At the beginning of next year, a workshop is to be held by each participating partner during which representatives of corresponding interest groups (agricultural associations and organizations, employees from the education sector, politicians, etc.) will be introduced to the new web offer and feedback will be obtained.

In addition, we have already planned the first steps for the last task package of the project: a game in which young people interested in entrepreneurship are introduced to the options for setting up a business as well as the necessary first steps and requirements.



In a constructive and lively exchange, we discussed and determined the upcoming steps. While the online meeting was successful, all participants would still prefer to meet in person at the next meeting. We are now getting back to work in the hope of being able to discuss the next topics in April in the partner country, Romania.

## The teaching website



In addition to the above-mentioned educational content, the website will contain a carefully chosen selection of links to other sites with helpful content on the topics of entrepreneurship and occupational fields in rural areas, as well as inspiring best practice examples. There will also be instructions on how to use the contents of the site, as well as a link to the corresponding game. The final version, with translation into all national languages of the participating project partners, is expected to be available by the end of 2020. A corresponding announcement will be made on our project page (link) and on our Facebook page (<https://www.facebook.com/Agriskills-2151295361759475>).