Retail



RETAIL

PROJECT OBJECTIVES

Support experienced entrepreneurs from the retail sector, seeking to change their business models and practices.

Support youth unemployed, for whom the retail sector is an entryway into the labour market. They are in search of opportunities in the sector and have a strong sense of new customer values and behaviours.

Support VET stakeholders, business support organisations and educational institutions, who will access the OER and will be multipliers of the methodology and developed content.

Retailers Partnership Promoting Education for the Transition of the Industry Toward Enduring Business Models

(Erasmus+ / Key Action 2 - Cooperation for innovation and the exchange of good practices, Strategic Partnerships for VET education)

TARGET GROUPS

Experienced retail entrepreneurs, seeking to renew their skills and upskilling to develop themselves further toward long term sustainable practices, integrating digital, social, environmental and economic factors.



Youth, especially low-skilled unemployed youths; providing them new knowledge, skills and competencies in business management and business models. Opening up the retail sector as a career opportunity. This group has informal high-level digital competencies that might be used by the first group





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PROJECT ACTIVITIES

Retail entrepreneurs training package: The first output is dedicated to the development of a training package addressing the project's first target group: the experienced retail entrepreneurs. Youth unemployed training package: The second output is dedicated to the development of a training package addressing the project's second target group: youth unemployed.

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Intergenerational Training package:

This output will provide intergenerational content, to create an opportunity for dialogue and collaboration between the two target groups, creating innovation within the retail sector.

 Online cooperative platform: This output is dedicated to the development of the training platform. The platform will host the training packages and the social modules for the implementation of the training.

 The learning activity will bring together representatives of the two target groups and will create an initial collaboration seeking solutions to specific case studies.

MEET THE PARTNERS

- Dublin Chamber (Ireland)
- Youth Work Ireland (Ireland)
- FYG Consultores (Spain)
- MEUS (Spain)
- Kainotomia (Greece)
- DANMAR (Poland)
- Polish Chamber of Commerce (Poland)

FIND US ONLINE!



Stay up- to date with the project implementation, activities and results by following us on:

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