





## The action plan is under implementation in 6 high schools, one in each 6 counties of the North-West Development Region

The agreement with thehigh schools was concluded under the project **"Students**" **Training for Starting and Managing a Business",** financed through the Sectoral Operational Program - Human Resources Development. In this project the Cluj Chamber of Commerce and Industry with other 4 partners have undertaken to develop entrepreneurial skills in a number of 520 students.

The target group students were registered and tested and those willing to be employed after high school graduation, received guidance and career counseling. The group of students who proved entrepreneurial potential has been selected to attend activities aimed at developing their entrepreneurial skills.

They are given support to set up practice companies (Virtual Companies) and carry out transactions within these companies for 6 months, to attend a series of seminars (the Energy Module) focused on developing their entrepreneurial skills and finally to use the **"business game"**, a software simulating a business run by the students to prepare them for operating a real enterprise. (Virtual Enterprise).

The students come from Economics, Technical or Theoretical High Schools and are guided by at least two mentors; one is a teacher in the high school and the other one comes from the business environment (Chambers of Commerce, Professional Associations etc.)

## Action Plan

The Action Plan consists in implementing the Energy Module among the students of the High Schools the Chamber has concluded the Cooperation Agreement with. The implementation stages are the following:





- Concluding the agreements with each of the 6 High Schools

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- Testing the students' abilities in the 6 High Schools
- Dividing the students in 2 groups according to their potential:
  - 1. students to be employed in the companies have received career guidance
- 2. students with entrepreneurial skills were provided with services to develop these skills

The first group received career guidance

The second group benefited from services in order to develop their entrepreneurial skills such as:

- seminars focused on business development
- access to the virtual enterprise "business game"
- support in establishing "exercise enterprises " and in carrying out commercial transactions.

- follow up activities to get the efficiency and feedback of the services offered to the students

Setting up a company involves information on energy saving and renewable energy, therefore the students have chosen this topic to be further developed. We used the GT VET Module, but we optimized its development by introducing interactive games to make it more attractive (to stir the students interest)