



PRACTICAL EXERCISES

**MODULE 5:
FUNDING**

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ACTIVITY 1: WHAT'S LEFT?

Activity	Resources	Time Assigned	Outcome
1. Divide the participants into different groups	None	5 min.	
2. Discuss in pairs: Each group must identify 5 examples of successful non-profit fundraising campaigns.	Paper and pen for each participant	20 min.	Participants will reflect on the campaigns that remain in the memory of those who see them. find the points in common and understand what works and what doesn't.
3. It is now time to discuss the outcomes. Explain why they worked and find similarities between their characteristics. Are there any common strengths?	None	20 min.	

ACTIVITY 2: ROLE-PLAYING

Activity	Resources	Time Assigned	Outcome
<p>1. Divide the group into 4 teams. One team will play the role of the investors, the other 3 teams will be 3 social enterprises in need of funding...</p>	Chalkboard, paper and pens	20 min.	
<p>2. The group of investors will have to use the time allocated to think about selection criteria. The social enterprise groups must sketch out a project idea to be presented.</p>	Chalkboard, paper and pens	5 min. for each group, 20 min. in total	The idea is to make people aware how important is to have clear ideas and criteria for the project to be successful and how important all of this in the implementation of these goals will be done efficiently.
<p>3. the choice: the investors' team must make and explain a choice between the submitted projects. the whole group discusses the result of the activity.</p>	None	20 min.	

ACTIVITY 3: BUCKET LIST

Activity	Resources	Time Assigned	Outcome
1. Begin by asking participants if they know what a “bucket list” is (a list of goals one wants to accomplish in life). Ask participants to write a bucket list in their notebooks.	Paper and pen for each participant	15 min.	Participants will learn why short-term, medium-term and long-term financial goals are important; what steps they can take to reach those goals; and how to deal with common obstacles. By the end of the activity, participants will have a better understanding of how solid financial decision-making can help them achieve their life objectives.
2. Invite participants to share from their lists and record some of the items with a clear financial component on the board (e.g., go to college, visit Paris). Next, discuss which of the goals can be reached the fastest and why.	Board	5 min. for each participant	
3. Challenge small groups of participants to sort the goals into three categories: short-term (requires less than six months to achieve), medium-term (less than a year) and long-term (longer than a year). Have participants explain their reasoning	None	20 min.	

ACTIVITY 4: WATCH - THINK - LEARN

Activity	Resources	Time Assigned	Outcome
<p>1. Divide the group into small teams.</p> <p>Each team must watch 1 of the videos on the project Youtube channel and identify the financial solutions present in the stories.</p> <p>Find similarity points and understand the errors that have been made and the strengths of these experiences</p>	Poster paper, pens, pencils computer or smartphone for each group	20 min.	Participants are analyzing real experiences and problems.
<p>2. Each group must present their ideas on the experiences seen, their own analysis.</p>	Poster paper, pens, pencils computer or smartphone for each group	5 min. for each group, 20 min. in total	Finding similarities / differences between the groups, sharing ideas
<p>3. group discussion on the subject, the similarities and differences between the financial solutions found?</p>	None	10 min.	

ACTIVITY 5: MONEY-HUNTING

Activity	Resources	Time Assigned	Outcome
1. Divide the group into small teams. Each team must choose one of the social enterprises among those analyzed during the project and present on the project Youtube channel	Poster paper, pens, pencils computer or smartphone for each group	15 minutes	
2. By choosing one of the platforms available on the on page 13 of the module try to find providers of finance.	Poster paper, pens, pencils computer or smartphone for each group	30 minutes	Participants will try to finance a real idea using the potential of the internet.
3. Discuss why you have chosen that social enterprise, why you have chosen the platform used in the game.	None	15 minutes	