



How to use Agriskills training website

If you have come this far, it means that you are interested in learning more about what skills and new market niches you can develop in rural areas. Congratulations!!

We have developed this website with the aim of facilitating access to training on specific topics related to agriculture and entrepreneurship to provide an overview of occupational fields and career opportunities and to train unemployed young people with new tools to increase their employability.

On the main page you can see different sections:

- **Agriskills:** introduction to the Agriskills project. Where does it come from, project objectives and link to the main website.
- **Training modules:** 14 downloadable training modules in PDF that cover areas of innovation and occupational opportunities in agriculture and the development of necessary skills for entrepreneurship in rural areas. Each module contains the knowledge, skills and competencies necessary to acquire new learnings on the subject.
- **Game:** interactive game to develop skills in the creation of new companies or other legal entities in the agricultural sector, improve the application of acquired learning and improve the skills to become entrepreneurs.
- **Links:** links to good innovative practices at the national level in fields related to rural entrepreneurship and employment.
- **Languages:** the project is carried out in conjunction with other European countries. Each country has its own good practices links (in case you are curious to know what is being done at the European level).



How to use the content of the web?

- **If you are a professional who works with young people:**
 - The content of the training modules can be used as a complement to ordinary classes in schools or institutes, especially in the subjects of natural sciences or economics, or to work on new skills and topics in more informal settings.
 - The game is an innovative tool for use in school environments, offering both the teacher and the students a new way of learning. It also works very well to attract attention to new topics in youth work in non-school settings.
 - Links can be used to give a European dimension to classes and thus make students aware of their membership in Europe, as well as enter information about European projects. On the national level, the links can be used to point young people to other helpful resources, in any type of non-formal training or as part of workshops or games.

- **If you are a student:**
 - You can use the modules and the material developed to do your college / institute work, as they collect updated information on innovation in the rural sector.
 - The interactive game will allow you to measure the level of knowledge achieved as well as to see if you have the necessary skills to be a future entrepreneur.
 - Links will help you to visualize what innovative ideas have been launched, both in your own country and in other European countries.

- **If you are an entrepreneur:**
 - The modules collect new market niches towards which agriculture is tending and which can be a basis for developing or expanding a business.
 - The game can be used to assess self-employment skills and see if any of them need improvement.
 - Links from your own country and other European countries can give new ideas to implement in the current business.



All the content that has been developed is in the public domain, so it can be used to prepare content in classes or workshops.

To give more visibility to the project we have a [Facebook page](#) where you can follow us to see the progress or tag us if you use the project.

Thank you very much for your collaboration and interest!