This brief STREAMpreneur module is split into three main chapters. These are:

- Introduction to STREAMpreneur
- Engaging Youth
- STREAMpreneur in Practice

In the first chapter "Introduction to STREAMpreneur" we will start by looking at what STEM, STEAM and STREAM is. We will discuss STREAM's importance in our lives by first looking at the bigger picture as it relates to real life global challenges. We will place specific focus on how leveraging the transversal skills that can be developed through STREAM can not only equip youth with the knowledge, the skills and mindsets necessary to help contribute to global goals such as those presented by the UN Sustainable Development Goals but can also provide them with the skills they will require in order to do well in the work environment. As we bring this first chapter to a close, we will show the link between STREAM and Entrepreneurship and how the concept of STREAMpreneur came to be.

In the second main chapter "Engaging Youth" as the title suggests, we will look at how intentionally recognising youth as social agents of change whose voice needs to not only be acknowledged as valuable insight but also needs to be respected and productively utilised, is a pre-requisite to Youth Engagement. With the help of Social Anthropology, we will discuss Youth Engagement and participation. That will lead us to challenge our youth worker role as well as adult status in regard to the "power" we hold within a youth group. Then we will transition into exploring how our own creativity can be stimulated through STEM connections in order for youth workers to in turn be able to inspire and encourage youth engagement and participation. To aid our creativity we will look into Ideas Banks. Then we will kick start the creative process by starting small with STEM energisers. Specifically, we will look at how viewing hands-on interactive activities from a STREAM perspective can not only engage our youth but also encourage and validate them as well as help them develop the life skills, the transversal skills that were mentioned in the previous chapter.

In the third chapter " STREAMpreneur in practice " we will dive into the STREAM inspired creative process further and deeper. We will start with a general overview of what needs to be considered when implementing the STREAMpreneur concept in general. Then we will reflect on the Train the Trainer manual guide provided by the Cyprus HRDA and in a manner "STREAMify" it as in tailor it to suit our needs. What will follow will be a brief mention of Blended Learning and how its use can assist us in repurposing the time we have with our youth groups to be more intentional and productive. Some basic lesson plan reminders will be offered and then sample lesson activities will be broken down to show how STREAM hands-on activities can be used to help youth members under our supervision develop transversal skills that will help them in the work environment including the entrepreneurial arena. Next, due to the ongoing changes and challenges brought on by the pandemic, we will of course have to address remote learning sessions and suggest online tools. As a bonus Gamification will be briefly introduced as an approach that can enhance youth engagement. To complement it, a tutorial of an effective gamification tool or rather a series of them 1.3will be offered. To bring this third main chapter to a close we will use Aristotle as inspiration to remind us to be mindful of how we use our youth group session time.