



"Design & Development Introduction"

Welcome to Sub-module 2 Design & Development of STREAMpreneur Module 1 Train the Youth Worker. We assume that you have successfully completed the first sub-module. So you already know a lot about your planned STREAMpreneur activity. You know the performance gap, the goal, the target group, the resources, and the activities. And you have brought it all together into a project management plan. This sub-module is about putting it all into action. In the Design & Development sub-module we look in particular at the following four aspects:

- Identify and assign tasks
- List, procure and review required resources
- Plan moments of reflection
- Review the cost-benefit ratio

In this sub-module we will go through these aspects systematically.

At the end of the design and development phase, you should be able to review the planned activities and moments of reflection, create and validate selected resources and see if the whole project is still value for money.

Before we go into the individual aspects, we should emphasise, as we did at the beginning of the analysis phase, that participation is key in youth work. And of course, this also applies to our planned STREAMpreneur activity. Even if we don't always mention it in detail: It should be ensured that the children and young people understand the intention of the activities. And that they play a meaningful role in the activities. They should participate in the activities voluntarily and their opinion should be taken seriously. And they should be fully involved in all decisions and developments. Shared decision-making and co-creation should guide the development and implementation of the STREAMpreneur activities.

This was the introduction to the submodule Design & Development. Next, we start with the first aspect of Design & Development: Identify and assign tasks.