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Welcome to TEAMIT+ Newsletter!

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TEAMIT+ so far: two editions, one growing community

What happens when young people from different countries, backgrounds, and fields come together to tackle real sustainability challenges? In **TEAMIT+**, the answer is simple: **ideas become action**.

TEAMIT+ is an [Erasmus+ project](#) that empowers young people to develop green, digital, entrepreneurial and resilience skills through a hands-on "learning by creating" methodology. Instead of focusing only on theory, the project invites participants to work in multicultural teams, explore real-world problems, collaborate with companies and organisations, and design solutions with social and environmental impact.

Since its launch, TEAMIT+ has grown into a dynamic European journey of learning, teamwork, climate action and impact entrepreneurship.

A European training journey built around action

The TEAMIT+ training programme is structured around three modules, each designed to help participants move from awareness to innovation and from innovation to real entrepreneurial action.

Module 1 - Understanding the world to change it

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[Learn more about M1](#)

Module 2 - 24h of Innovation

Young people worked in teams for 24 hours to respond to real challenges set by companies and organisations. Through creativity, design thinking, prototyping and pitching, they experienced what it means to create under pressure and with purpose.



[Learn more about M2](#)

Module 3 - Social4Impact

Selected participants continued the journey in multicultural teams, developing their ideas into impact-oriented entrepreneurial projects through online workshops, international bootcamps, mentoring, coaching and final pitches. Across the programme, TEAMIT+ has brought together young people from France, Greece, Spain and Finland, creating a space where sustainability, entrepreneurship and cooperation meet.



By the end of the first edition, three winning teams stood out:

- **MONSTERA** – creating green urban solutions to improve air quality in schools and public spaces.
- **CARACOO** – developing a social travel app promoting sustainable mobility and cultural exchange.
- **SNACKADEMY** – educating young people on sustainable food choices through digital content and community engagement.

But TEAMIT+ was **never only about winning**. It was about learning how to work together, how to transform an idea into something meaningful, and how to think like a teampreneur.

[Learn more about M3](#)

The second edition: more ideas, more teamwork, more impact

After the success of the first edition, TEAMIT+ opened registrations for a new group of young innovators aged 18–30 from France, Greece, Spain and Finland. The end TEAMIT+ was marked by the [Final Event](#). An event celebrating the three-year journey and also the end of the second edition. 11 international teams pitched their solutions, exchanged ideas with stakeholders and explored future entrepreneurship pathways in Europe.



The winning teams of the second edition were:

- **BizWaste** – 1st place: Transforming winery waste from La Rioja into paper products for wineries.
- **Drasl** – 2nd place: Redistributing surplus food in Athens through smart vending machines for vulnerable groups.
- **NERO** – 3rd place: Helping hotels in Mallorca reduce tourist water consumption through real-time feedback and gamification.

The winning teams will continue receiving specialised coaching support to further develop their ideas beyond the programme.

[Watch again the Final Event](#)

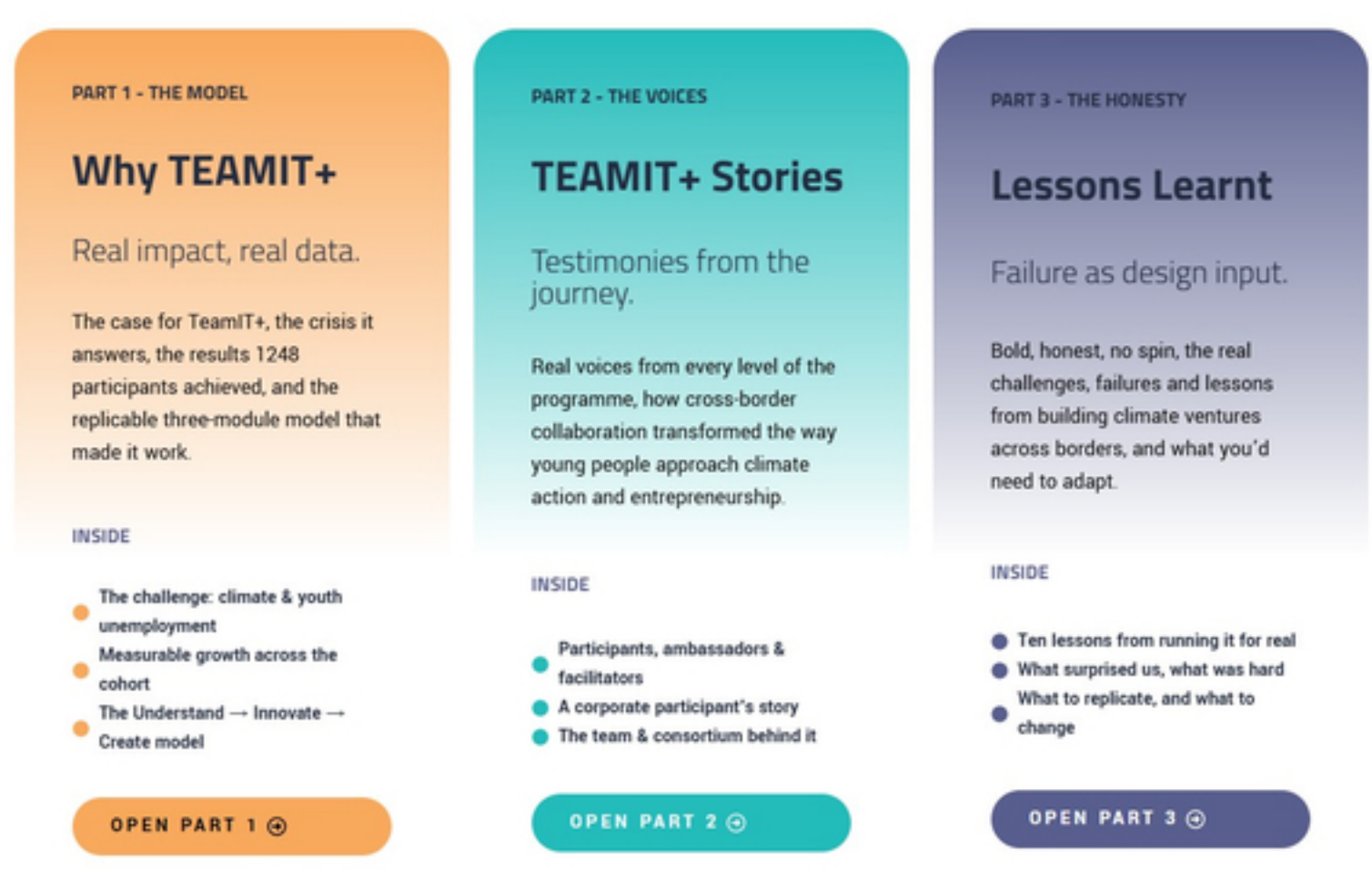
More than a training programme

TEAMIT+ has also been active beyond the training modules. The project has been presented at events such as the [Universities Forum](#) in Biarritz, the [SEED International Conference](#) in Valencia and [Forward Green Expo](#) in Thessaloniki, EUDRES Spring Summit in Jyväskylä, Global Social and Solidarity Economy Forum in Bordeaux, the General Assembly of the [Regional Centre of Expertise \(RCE\)](#) in the Basque Country – Navarre, the [IAFEP Conference](#), hosted by Mondragon Unibertsitatea and many more.

Through these activities, TEAMIT+ has connected with students, educators, companies, policymakers, sustainability actors and entrepreneurship ecosystems across Europe.

Want to explore the full TEAMIT+ journey?

Our TEAMIT+ **Whitebook** brings together key moments, modules, visuals, participant stories and highlights from the three-year project journey in one engaging recap. From the first training activities to the final pitches, it offers a closer look at how TEAMIT+ empowered young people across Europe to learn, collaborate and turn sustainable ideas into action.



[Read the Whitebook](#)

Beyond TEAMIT+: building links for climate action

TEAMIT+ is not an isolated journey. It belongs to a wider ecosystem of initiatives supporting sustainability, climate action and the green transition.

While TEAMIT+ supports young people in developing entrepreneurial, green and digital skills, **NEUTRAL** project contributes to the broader conversation on how cities can move towards climate neutrality. It aims to develop new tools to help municipalities measure climate neutrality and smart city progress at the local level.

What's next?

As the second edition reaches its final milestone, the TEAMIT+ journey continues through its [growing community](#), future initiatives, project results, research outputs and the TEAMIT Nexus next steps.

The ideas developed by participants, the skills gained through the programme and the networks created across Europe will continue to support youth-led innovation and sustainable entrepreneurship beyond the training cycle.

Young people. Real challenges. Sustainable solutions.

This is TEAMIT+



About the project

Teampreneur multicultural impact innovation cooperatives aims to develop an innovative educational program applying a pedagogical methodology based on the "learning by creating" approach. The specific pedagogical methodology will be applied to vocational training students, to higher education students, as well as to young immigrants, refugees and the unemployed from different academic subjects. The aim is to enable them to become future entrepreneurs who will influence society by understanding the importance of the transition to a greener economy, based on green, digital and climate resilience skills.



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