



# Newsletter



The Grand Friend - "Intergenerational Hub for the Amelioration of Sustainable Agricultural Practices and Entrepreneurial Mindset"

The Grand Friend Project aims to unite the older and younger generations, bridging knowledge gaps to stimulate sustainable agricultural practices. Our objectives include highlighting the role of Intergenerational Programmes in sustainable farming, fostering active citizenship among experienced agro-entrepreneurs, promoting the youth's engagement in eco-friendly practices, and addressing cross-generational challenges in agriculture.



## TRANSNATIONAL PROJECT MEETING

The first transnational project meeting for the Grand Friend project occurred in April in Warsaw, Poland. The partners strengthened their cooperation and discussed best practices, resources, and interviews with experts from partner countries on intergenerational programmes within the project's scope. While the framework of the Grand Friend Guidebook was designed at the meeting, completing the guidebook proceeded at full speed in the following period.



AUGUST, 2023



## PROJECT WORKPACKAGES

**WP2 The GrandFriend Pedagogical Guidebook** addresses the problems of new and old-generation entrepreneurs in the agricultural sector, demonstrates the contribution of intergenerational programs in this field and offers a pedagogical approach to agricultural entrepreneurship.

The team working on the Grand Friend Pedagogical Guidebook started by analysing best practices in intergenerational programmes. Next, partners conducted interviews with experts and representatives of civil society organisations on agripreneurship and intergenerational programmes as part of the preliminary research for the Guidebook. Interviews with 16 experts and CSO representatives from Germany, Greece, Poland and Cyprus enabled the partners to identify the needs in agro-entrepreneurship from an expert perspective more explicitly.

**WP3 The Grand Friend Digital Game** This work package involves the creation of a digital game using Game-Based Learning (GBL) methods for adults. The game will be an Interactive Digital Storytelling (IDS) experience where players can choose and influence the story's outcome. The game will help players improve their knowledge, literacy, and behaviour while providing an engaging and immersive experience.

### **WP4 GrandFriend Practical Learning Module & Agrolabs**

This work package consists of a practical learning module containing ten lessons that involve both target groups (older and younger generations) in playful, interactive activities. The module aims to break stereotypes, teach new agricultural practices, increase involvement in agro-entrepreneurship, and improve entrepreneurial skills.

## Our Goals



Raise awareness of the benefits of Intergenerational Programmes in sustainable agricultural development



Promote active citizenship among former Agro-Entrepreneurs



Boost the new generation's engagement with Sustainable Agricultural Practises



Address and find solutions to problems faced by different generations in the Agricultural sector