







## PRODUCT 2 VIRTUAL PORTFOLIO















## PRODUCT 2 IS A VIRTUAL PORTFOLIO WITH 2 TRAINING MODULES.

The main objective of this portfolio is to provide practitioners with the step by step practical content that will enhance and support their sessions with the YWwD, in which they will take the lead, stepping up outsides of limits imposed by stereotypes and stigmatizations, developing these transversal skills around civic involvement and participation as leaders and within their communities.

With such skills, YWwD could come out of the" invisible" areas, take initiative, solve problems, and contribute to their communities.





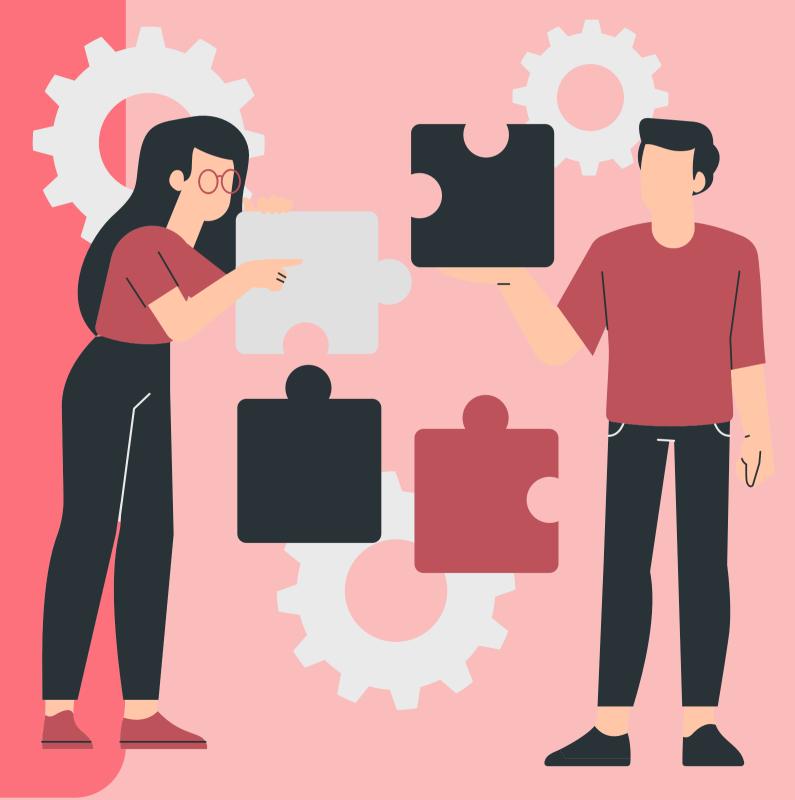
## THE MAIN CONTENT ELEMENTS INCLUDE:

Two modules with their own lesson plans, activity layouts, didactic and learning resources, worksheets and forms, teaching and learning practices, games and tools that will help practitioners achieve the goals proposed for Product 2. Each module has incorporated a learning log to help the YWwD to track their own individual progress.

The portfolio comprises 2 main parts:

- a) Module no. 1: "Leadership";
- b) Module no. 2: "Community problem solving".

This Portfolio also includes a set of 16 digital cards, each comprising a problem-solving method, based on ABLE technique (Analyze, Brainstorm, Lead, Execute).









## Both modules and the Set of Digital Cards should aim for the following objectives:

- Raise the level of self-confidence and the perception of the YWwD, and pay attention to their individual context and situations. They should be at the centre of both modules, as protagonist that are coming into their own, realizing their leadership potential within their communities.
- Highlighting the opportunities for leadership and problem-solving that are present in their day-to-day lives as a way to optimize their skillsets, talents, and interpersonal abilities from a community and an individual standpoint.
- How to develop and build in a positive way their every day relationships and help them navigate difficult situations, always starting from their own point of reference, their communities where they are involved, and their networks.