
Civic Participation and Twin Transition in Rural Development for Youth Workers

e-Internship Curriculum Document



Project No.: 101193598— **AGRI-MOCKS — ERASMUS-EDU-2024-VIRT-EXCH**

T2.2.1 Co-designing & fine developing e-internship modules for HEI's and youth organisations active in non-formal education

Youth e-Internship Curriculum

Civic Participation and Twin Transition in Rural Development

Target Group: Youth workers and youth participants
Length: 10 pages (excluding annexes)

Developed by: NICOSA South Africa

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1. Introduction

The AgriMocks Youth e-Internship programme aims to empower young people in rural communities to actively participate in civic and economic development while addressing the twin transition, namely the green and digital transformation of rural economies.

The programme combines online learning modules (MOOC elements), collaborative teamwork, mentorship, and applied problem-solving activities. Through this blended approach, participants explore sustainable rural entrepreneurship, community engagement, and innovation in rural development.

The curriculum is designed for youth workers and organisations involved in non-formal education, supporting young people interested in rural development, entrepreneurship, sustainability, and community leadership.

By combining knowledge development with practical collaboration in virtual teams, the programme promotes active learning, intercultural exchange, and youth-led solutions to rural challenges.

2. Programme Objectives

The programme aims to:

- Strengthen youth engagement in civic participation and community development
- Develop understanding of sustainable and digital transformation in rural areas
- Build entrepreneurial, problem-solving, and collaboration skills
- Promote intercultural cooperation through virtual exchange activities
- Encourage youth-led solutions to local rural development challenges

3. Target Group

The programme is designed for two primary participant groups.

Youth Participants

Young people who:

- Are typically aged 18–30
- Come from rural or peri-urban communities
- Are interested in agriculture, entrepreneurship, sustainability, or community development
- May be studying in Higher Education Institutions (HEIs) or participating in youth organisation programmes
- Do not necessarily have prior business or financial knowledge

Youth Workers and Facilitators

Individuals who support youth learning and engagement, including:

- Staff or volunteers in youth organisations
- Facilitators involved in non-formal education programmes
- Mentors supporting youth entrepreneurship and civic engagement activities

Participants may have varying levels of digital literacy and access to technology. For this reason, the curriculum combines flexible learning formats suitable for mobile devices and low-bandwidth environments.

4. Learning Outcomes

By completing the e-internship programme, participants will develop knowledge, skills, and competences related to rural development, entrepreneurship, and civic participation.

Knowledge

Participants will be able to:

- Understand the concept of the twin transition (green and digital transformation)
- Identify key challenges and opportunities in rural development
- Recognise the role of civic participation and youth engagement in community development
- Understand basic concepts of entrepreneurship and sustainable innovation

Skills

Participants will be able to:

- Analyse rural development challenges and identify potential solutions
- Collaborate effectively with international peers in virtual team environments
- Develop practical ideas addressing local community needs
- Use digital tools for communication, collaboration, and project development
- Identify opportunities within rural and agricultural value chains

Competences

Participants will demonstrate the ability to:

- Show initiative in community engagement and problem-solving
- Work effectively in intercultural and interdisciplinary teams
- Reflect critically on sustainable and inclusive development practices
- Apply entrepreneurial thinking to real-world rural challenges

5. Programme Structure

The e-internship runs for six weeks and combines individual learning with collaborative activities. Each week participants will need to attend a session for between 30 minutes and 90 minutes. Mentoring sessions will also take place throughout the weekly programs.

Week	Activities that will take place			
		MOOC		
Week 1	Foundations	Business Planning & basics. Team formation	Company Play	Mentorship
Week 2	Business & Innovation	Entrepreneurship in rural development	Company Play	Mentorship
Week 3	Civic participation	Sustainability & SDGs	Company Play	Mentorship
Week 4	Project Development	Program design and funding	Company Play	Mentorship
Week 5	Simulation Readiness	Simulation		Mentorship / Facilitation
Week 6	Simulation & competition	Simulation		Mentorship / Facilitation

Mentoring sessions run throughout the programme.

6. Company Play

During the Company Play phase participants work in international teams to address a real or simulated rural development challenge.

Teams analyse a problem related to civic participation or sustainable rural development and propose innovative solutions.

Activities include:

- Team collaboration
- Problem analysis
- Concept development
- Presentation of solutions

Mentors guide teams throughout the process.

7. Capstone Digital Simulation

In the final stage of the programme, participants engage in a structured digital simulation that allows teams to test decision-making in a dynamic environment.

The simulation introduces competitive elements and real-time feedback, enabling participants to experience the consequences of strategic choices related to rural enterprise and sustainability.

This stage strengthens experiential learning by combining theory, collaboration, and applied decision-making.

8. Assessment and Completion

Participants successfully complete the programme by:

- Completing the four learning modules
- Actively participating in team activities
- Contributing to the Company Play challenge
- Participating in the final simulation activity

Certificates of completion may be awarded based on participation and engagement.

9. Role of Youth Workers and Mentors

Youth workers play a crucial role in supporting participants throughout the programme.

Their participation includes:

- Facilitating discussions
- Providing mentorship and guidance
- Supporting intercultural collaboration
- Encouraging reflection and learning

Mentors help participants connect theoretical knowledge with practical community challenges.

Youth workers support participants by:

- Facilitating team discussions
- Mentoring participants during Company Play activities
- Helping youth connect learning with local community challenges
- Encouraging reflection and civic engagement

10. Expected Impact

The programme contributes to:

- Stronger youth engagement in rural development
- Improved digital and entrepreneurial skills
- Increased intercultural collaboration
- Innovative solutions for local community challenges

PART 2: Draft EVE Proposals

Topic 1

Youth Innovation for Sustainable Agriculture

This proposal focuses on empowering young people to explore innovative solutions that support sustainable agriculture and climate-resilient farming systems in rural communities. Agriculture remains a key economic activity in many rural regions; however, it faces increasing challenges such as soil degradation, water scarcity, biodiversity loss, and the impacts of climate change.

Through international collaboration, youth participants work in multidisciplinary teams to analyse specific agricultural sustainability challenges affecting rural communities. These challenges may include soil fertility decline, inefficient irrigation practices, post-harvest losses, or limited access to sustainable farming technologies.

Participants are encouraged to combine digital innovation and environmentally responsible practices, reflecting the concept of the twin transition (green and digital transformation).

The proposal encourages participants to engage with the (SDGs) Sustainable Development Goals, particularly those related to zero hunger, climate action, responsible consumption, and sustainable communities.

By the end of the activity, teams will present a concept / solution demonstrating how youth innovation can contribute to more sustainable and resilient agricultural systems in rural areas.

Topic 2

Digital Tools for Rural Entrepreneurship

This proposal explores how digital technologies can unlock new opportunities for entrepreneurship and economic development in rural areas.

Many rural entrepreneurs face structural barriers such as limited access to markets, lack of information, restricted financial services, and geographic isolation. Digital technologies can help overcome these challenges by enabling rural businesses to connect with customers, knowledge networks, and financial opportunities.

Participants work in teams to identify challenges faced by rural entrepreneurs and to design innovative digital solutions that support business development and market access.

Participants also explore how digital transformation can strengthen local value chains, improve transparency in agricultural markets, and support inclusive economic growth.

The activity encourages participants to think critically about digital inclusion, ensuring that proposed solutions are accessible to communities with varying levels of connectivity and technological resources.

Through this process, participants develop skills in innovation, problem-solving, and digital entrepreneurship, while designing practical tools that could support sustainable rural livelihoods.

Topic 3

Youth Civic Engagement for Community Development

This proposal focuses on strengthening youth participation in civic life and community decision-making processes in rural areas.

Young people are often underrepresented in local governance and development planning, despite being key stakeholders in the future of their communities. Increasing youth participation helps ensure that development initiatives are inclusive, innovative, and responsive to the needs of younger generations.

In this activity, participants explore the role of active citizenship and democratic participation in rural development. Teams analyse barriers that prevent young people from participating in community decision-making processes and design initiatives that encourage stronger civic engagement.

The proposal emphasises the importance of intercultural dialogue, democratic values, and inclusive governance.

Participants reflect on how youth workers and civil society organisations can create supportive environments that enable young people to become active contributors to their communities rather than passive beneficiaries.

The final outcome of the activity is a community engagement initiative that demonstrates how youth participation can strengthen rural development processes.

Topic 4

Circular Economy Solutions for Rural Areas

This proposal introduces participants to the concept of the circular economy, an economic model that focuses on reducing waste, reusing resources, and creating sustainable production and consumption systems.

In many rural areas, valuable resources such as agricultural waste, organic materials, and local products are underutilised. Circular economy approaches can transform these resources into new economic opportunities while reducing environmental impact.

Participants explore how circular economy principles can support sustainable rural development and local entrepreneurship.

Teams analyse local resource flows and identify opportunities to create closed-loop systems that reduce waste and increase efficiency.

Participants also examine how circular economy practices can contribute to climate change mitigation, resource efficiency, and rural economic resilience.

The final output is a community-based circular economy project concept that demonstrates how rural communities can create economic value while protecting natural ecosystems.