



Coopstarter Guidebook

CoopStarter 2.0
Intellectual Output 4

Instructions to use the Guidebook aimed at cooperative ambassadors, i.e. young leaders who are interested in setting up their own community-based cooperative business.

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PROJECT

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DELIVERABLE

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What is the Guidebook for?

If you are a CoopStarter Ambassador, this Guidebook is for you!

You will soon need to organise some local events to get your peers fired up about starting up a cooperative business.

This digital tool will guide you through the whole experience: three types of events, one following the other because they increase in complexity – and full of online resources to be used BEFORE or DURING your local events.

And the coolest thing about it? It's available either online or offline!

You can use it online at <https://coopstarter.github.io/IO4guidebook> or download it at <https://github.com/Coopstarter/IO4guidebook/archive/master.zip> (you will get a zip archive. You need to unzip it and click on index.html file to start browsing the offline guidebook).

You can even edit it to make it work for your OWN NEEDS without any prior knowledge of web design and development: Just download the editing software, <https://getpublii.com/>, and contact us to get the project files (not simply the html website, but the whole project) to allow you to open the website in your Publii local installation and modify it on your own. At that point, you can share your new version with your colleague Ambassadors, just to see what they think of it.

Of course, if you need help with this Guidebook, you can always refer to your CoopStarter Mentor.

This Guidebook is all about helping you transfer the knowledge and experience acquired in CoopStarter 2.0 to your friends and colleagues.

Don't panic: this Guidebook is just there to help you organize your work, it puts together all materials available on cooperative entrepreneurship and support, all gathered in a smart way to be used BEFORE or DURING your local events.

This Guidebook should help you set out clear objectives for your local events, and to identify the most efficient way to deliver them.

What's in the Guidebook?

1. LET'S COOPERATE introducing cooperative principles: this part explains how to run a session on how to get young people to think about a business run in a cooperative form.
2. COOPSTARTER HACKATON this part explains how to run a session on how to go from a business idea to the planning of a cooperative, which will be realising that idea and making it sustainable in time.
3. LET'S START FOR REAL making the cooperative a strong and stable house: this part explains how to run a session on business planning of a cooperative, making your peers understand how to start the path to building a coop business.
4. ANNEXES: in this section, you will find a list of all resources used in the above three sections, including a main reference to this Guidebook, which is the booklet "Money Grows on Trees".

You will find that each section is explained through the same scheme:

- OBJECTIVE (of the activity/event described)
- HOW TO USE IT + KEY QUESTIONS (related to the activity/event proposed)
- PROCESS (describes how to set up the activity/event, what you need to gather as resources, how and where to organize such an activity/event)
- DURATION (time span activity/event should take)
- EXPECTED RESULT (what participants should take away from the specific activity/event)