Course Catalog 2017 - 2018

"Entrepreneurship Education"

Erasmus+ KA1 Course



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Summary

Entrepreneurship is crucial for economic recovery, growth, job creation, inclusion, poverty reduction and for innovation and competiveness. As such, it has become a policy priority in Europe and the European Union and the Member States are taking measures to incorporate entrepreneurship into different policy fields. In the field of education, the EU has recognized that "sense of initiative and entrepreneurship' is one of the eight key competences for lifelong learning, and thus necessary for all members of a knowledge-based society (European Parliament and Council, 2006). For this reason, starting entrepreneurial training as early as possible is key to foster the necessary mindset, encourage its uptake, upskill the educational world to facilitate its transfer and allow children above 12 years old, to test and implement methods and tools to trigger respective interests.

The instructional goal is therefore to go beyond the traditional sense of business related functions and training and focus on the skills and competences young people will need to foster the necessary mindset and stimulate its uptake rending them successful professionals. Skills and competences such as: creativity, opportunity identification, self-efficacy, communication and leadership, innovation, idea generation, problem solving, autonomy, negotiation and networking. Teachers may already have a number of tools at their disposal to instill and develop the entrepreneurship. For this reason, interaction of students is key, peer work and team work a necessity

Objectives

- ♣ To go beyond the traditional definitions of entrepreneurial training
- **↓** To learn how to foster entrepreneurial mindsets
- ♣ To learn which skills and competences should be taught according to EU targets, policies and frameworks
- **♣** To design and implement interactive activities to foster entrepreneurial mindsets
- ♣ To plan and design effective learning experiences based on skills, knowledge and attitudes.
- **↓** To integrate and utilize technology in their instruction.

Agenda

Day 1

- ♣ Introductory meeting, explanation of practical arrangements, presentation of timetable, information about course venue.
- ♣ Icebreakers, Introduction to the Course
- ♣ Aims and objectives of training, participant expectations, introduction of practical tools to be used i.e. workbook
- ♣ Identify how entrepreneurial training is useful to be taught in schools / be part in education

Day 2

- **↓** Introduction on entrepreneurship in school education,
- ♣ Good practices examples (by trainers and participants) discussion on how they can be used

Day 3

- **↓** Competences needed in entrepreneurship (initial stages)
- Interactive activities on entrepreneurial competences (communication, creativity, decision making, taking initiatives, active listening, presentation skill) etc, suitable for various age groups.
- ♣ Reflection and discussion

Day 4

- ♣ Playing games to train entrepreneurship
- **♣** Online games i.e. "The Lemonstand"
- ♣ Board game "Biz-e-bee"

Day 5

- ♣ Discussion: how to integrate what we have seen and learned into working with own educational settings.,
- ♣ Plan and develop own activities to suit own contexts
- ♣ Plan and develop own activities to suit own contexts part 2
- ♣ Presentation and discussion of each other's activities and how they fit educational settings

Day 6

Study visits

Day 7

- ♣ Erasmus+ programme : objectives, priorities, actions, forms, budget, tips for applicants
- ♣ Planning follow up activities, dissemination and exploitation of learning outcomes
- Course Evaluation
- Certifications

Methods

Lectures, exercises, discussions, teamwork, role-playing, study visits, interactive activities, group work, discussion and presentations, peer reviews, online games

Target groups

Teachers working in primary schools and secondary schools.