

LMI for All

EntreComp

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BANTANI
EDUCATION

Why?



EntreComp and Entrepreneurship

Entrepreneurship is when you act upon opportunities and ideas and transform them into value for others. The value that is created can be financial, cultural, environmental or social.

EntreComp 2016



Why?

ESCO European classification of
Skills, Competences,
Occupations and Qualifications

- ✓ Fostering entrepreneurship has been a European priority at least since the 2006 Key Competences for framework for lifelong learning.
- ✓ 10 years after the 2006 Recommendation the European landscape was still scattered (Eurydice, 2016)
- ✓ The lack of a common understanding led to the proliferation of approaches to entrepreneurial learning, creating the need for harmonisation

EntreComp was created to

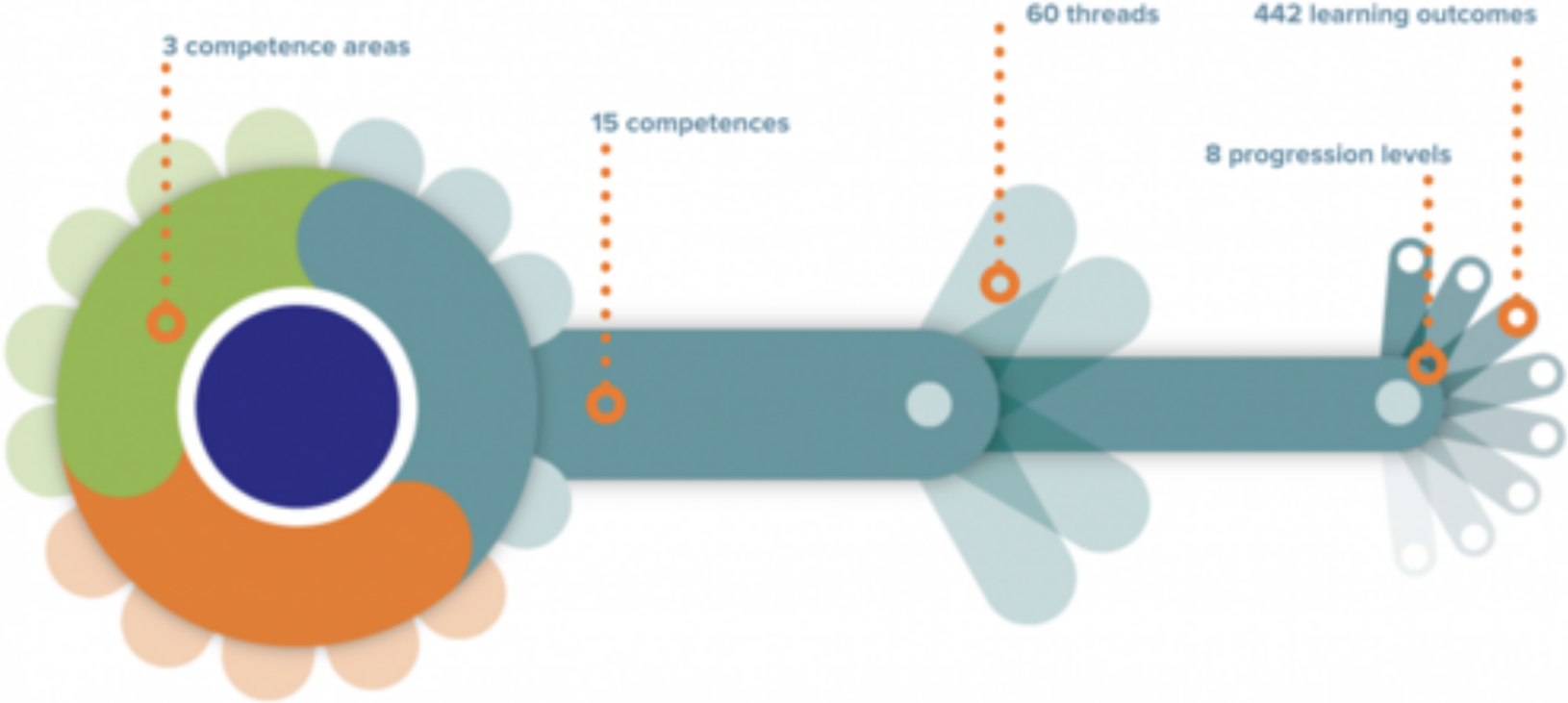
- ✓ Establish a common language to bridge the world of education and work
- ✓ Enhance the understanding of entrepreneurship as a key competence
- ✓ Identify the competences that can be developed through education
- ✓ Create understanding among stakeholders about the expected outcomes for different levels of proficiency across all levels of learning
- ✓ Help mainstream learning to support value creation



EntreComp Framework



EntreComp Framework



EntreComp Framework

AREA	COMPETENCE	HINT	DESCRIPTION
01. IDEAS AND OPPORTUNITIES	1.1 SPOTTING OPPORTUNITIES	Use your imagination and abilities to identify opportunities for creating value	<ul style="list-style-type: none"> Identify and seize opportunities to create value by exploring the social, cultural and economic landscape Identify needs and challenges that need to be met Establish new connections and bring together scattered elements of the landscape to create opportunities to create value
	1.2 CREATIVITY	Develop creative and purposeful ideas	<ul style="list-style-type: none"> Develop several ideas and opportunities to create value, including better solutions to existing and new challenges Explore and experiment with innovative approaches Combine knowledge and resources to achieve valuable effects
	1.3 VISION	Work towards your vision of the future	<ul style="list-style-type: none"> Imagine the future Develop a vision to turn ideas into action Visualise future scenarios to help guide effort and action
	1.4 VALUING IDEAS	Make the most of ideas and opportunities	<ul style="list-style-type: none"> Judge what value is in social, cultural and economic terms Recognise the potential an idea has for creating value and identify suitable ways of making the most out of it
	1.5 ETHICAL AND SUSTAINABLE THINKING	Assess the consequences and impact of ideas, opportunities and actions	<ul style="list-style-type: none"> Assess the consequences of ideas that bring value and the effect of entrepreneurial action on the target community, the market, society and the environment Reflect on how sustainable long-term social, cultural and economic goals are, and the course of action chosen Act responsibly

EntreComp Framework

AREA	COMPETENCE	HINT	DESCRIPTION
02 RESOURCES	2.1 SELF-AWARENESS AND SELF-EFFICACY	Believe in yourself and keep developing	<ul style="list-style-type: none"> - Reflect on your needs, aspirations and wants in the short, medium and long term - Identify and assess your individual and group strengths and weaknesses - Believe in your ability to influence the course of events, despite uncertainty, setbacks and temporary failures
	2.2 MOTIVATION AND PERSEVERANCE	Stay focused and don't give up	<ul style="list-style-type: none"> - Be determined to turn ideas into action and satisfy your need to achieve - Be prepared to be patient and keep trying to achieve your long-term individual or group aims - Be resilient under pressure, adversity, and temporary failure
	2.3 MOBILISING RESOURCES	Gather and manage the resources you need	<ul style="list-style-type: none"> - Get and manage the material, non-material and digital resources needed to turn ideas into action - Make the most of limited resources - Get and manage the competences needed at any stage, including technical, legal, tax and digital competences
	2.4 FINANCIAL AND ECONOMIC LITERACY	Develop financial and economic know how	<ul style="list-style-type: none"> - Estimate the cost of turning an idea into a value creating activity - Plan, put in place and evaluate financial decisions over time - Manage financing to make sure your value-creating activity can last over the long term
	2.5 MOBILISING OTHERS	Inspire, enthuse and get others on board	<ul style="list-style-type: none"> - Inspire and enthuse relevant stakeholders - Get the support needed to achieve valuable outcomes - Demonstrate effective communication, persuasion, negotiation and leadership

EntreComp Framework

AREA	COMPETENCE	HINT	DESCRIPTION
03. INTO ACTION	3.1 TAKING THE INITIATIVE	Go for it	<ul style="list-style-type: none"> - Initiate processes that create value - Take up challenges - Act and work independently to achieve goals, stick to intentions and carry out planned tasks
	3.2 PLANNING AND MANAGEMENT	Prioritize, organise and follow-up	<ul style="list-style-type: none"> - Set long-, medium- and short-term goals - Define priorities and action plans - Adapt to unforeseen changes
	3.3 COPING WITH UNCERTAINTY, AMBIGUITY AND RISK	Make decisions dealing with uncertainty, ambiguity and risk	<ul style="list-style-type: none"> - Make decisions when the result of that decision is uncertain, when the information available is partial or ambiguous, or when there is a risk of unintended outcomes - Within the value-creating process, include structured ways of testing ideas and prototypes from the early stages, to reduce risks of failing - Handle fast-moving situations promptly and flexibly
	3.4 WORKING WITH OTHERS	Team up, collaborate and network	<ul style="list-style-type: none"> - Work together and co-operate with others to develop ideas and turn them into action - Network - Solve conflicts and face up to competition positively when necessary
	3.5 LEARNING THROUGH EXPERIENCE	Learn by doing	<ul style="list-style-type: none"> - Use any initiative for value creation as a learning opportunity - Learn with others, including peers and mentors - Reflect and learn from both success and failure (your own and other people's)

An entrepreneurial mindset

is not only a question of preparing students for the future within the complex economic environment. It is not only about being able to start a business. It is also a means of **fostering personal and social development** so that learners:

- ✓ gain skills in **getting on with others**
- ✓ express their creativity in suggesting **solutions** to problems
- ✓ learn to **reflect** on their own particular strengths, interests and aspirations
- ✓ adopt a **can-do attitude** and drive to turn ideas into action
- ✓ show **resilience** in handling setbacks
- ✓ apply their financial literacy and numeracy skills in **real-world contexts**
- ✓ **communicate their ideas** to a wide range of audiences
- ✓ contribute to the community as **active, responsible citizens**



Why I love Entrepreneurial Learning

- Creating value for others is purposeful and meaningful – real world
- Active student led learning and assessment promoting independence and self-efficacy
- Collaborating across traditional boundaries building community cohesion
- Engaging and empowering
- Promotes empathy
- Creative
- Inclusive



Entrepreneurial
Learning
Principles

Visibility

Real-World

Collaboration

Creativity

Value Creation

Reflection

Creativity



- student-led discussions
- challenges to explore and test ideas
- extended projects
- problem-solving tasks
- games and simulations
- engagement with community events

Real-World

- Case studies
- Simulations
- Workplace learning
- Solving problems for local companies
- Effecting local improvements
- Industry guest speakers and mentors
- Industry led course design and assessment
- Finding and solving local problems

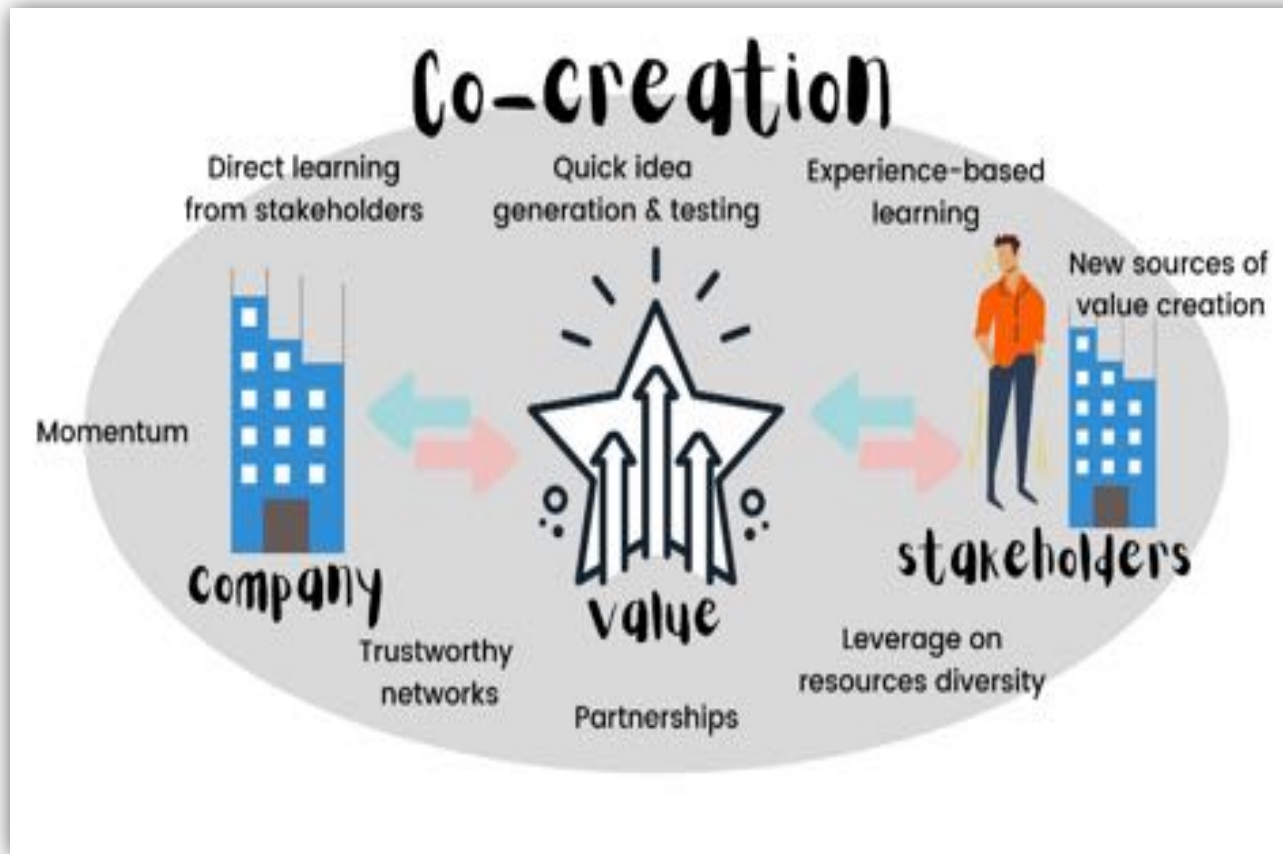




Collaboration

- Project-based learning
- Cooperative learning
- Service learning
- Simulations & role-playing
- Problem-based learning
- Case Study analysis

Value Creation



- Community service projects
- Social entrepreneurship projects
- Cultural exchange
- Simulations & role-playing
- Impact investing
- Business Incubator

Reflection



- Journaling or blogging
- Self-assessment
- Peer Feedback
- Iterating projects
- Entrepreneurial projects
- Multimodal Evidence

Visibility



- Metacognitive strategies
- Concept mapping
- Open ended exploration
- Rewarding and Certification
- Sharing knowledge

<https://my.matterport.com/show/?m=fMWWcUN5>

b9s

Resource pack for educators and pupils on Hwb Library

Book and e-book available in libraries

Relationships and network building for education ecosystem #TeamSwansea



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