



Entrepreneurial Spirit Module for learners in VET
and adult education























Editorial information:

This collection of methods and learning material has been developed by the ERASMUS+ project partnership migobi, <u>www.migobi.eu</u>, coordinated by BFI OÖ.

ABF has been responsible for editing this curriculum, compiling information, material and methods supported by all other partner organisations.

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1. Introduction

The Module Entrepreneurial Spirit for learners is an Intellectual Output of MIGOBI Erasmus+ Project, implemented between October 2014 and September 2016. The project is being conducted by a consortium of nine partners from eight European countries, all partners with technical expertise to achieve the project objectives and a wide experience of participating and management national and European projects such as:

- ➤ BFI OOE AT
- VOLKSHOCHSCHULE OBERÖSTERREICH AT
- > CEPS PROJECTES SOCIALS ES
- EUROCULTURA IT
- Merseyside Expanding Horizons –UK
- ➤ ISQ PT
- > ARBETARNAS BILDNINGSFÖRBUND SE
- ➤ A.L.P.E.S. FR
- AKADEMIA HUMANISTYCZNO-EKONOMICZNA W LODZI PL

The overall aims of MIGOBI project are to:

1. Develop a train-the-trainer course to address the challenge of enabling teachers and trainers in adult education and VET to implement entrepreneurial spirit as a transversal approach in various training settings



Learning for entrepreneurship

2. Develop an open, flexible, interactive and engaging learning module on developing and experiencing entrepreneurial spirit in intercultural learning settings, combining approaches used in adult education, e.g. open processes, learner centred; with approaches used in VET, e.g. outcome oriented, efficient.

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In the first stages of the project a research analysis was made to obtain a clearer understanding of the skills required for developing an entrepreneurial spirit, especially for those learners with a migration background. Based on this research a curriculum for developing entrepreneurial spirit (see also IO2: Migobi Entrepreneurial Spirit Curriculum) was developed by the project consortium.

This Module provides, with its methods pool, a wide range of learning activities which can be used for implementing the curriculum with learners in different settings and scenarios; all methods refer to the units and learning outcomes presented in this curriculum. (See there) To gain a quick overview look at the three units developed below:

UNIT 1: <u>SELF AWARNERNESS</u>

• UNIT 2: RELATING WITH OTHERS

UNIT 3: <u>CREATIVE AND CRITICAL THINKING</u>



UNIT 1: SELF AWARNERNESS

SUMMARY DESCRIPTION: S/He is able to identify, explore and evaluate self traits, feelings and behavior from an individual perspective, to establish realistic goals for personal and professional development.

	KNOWLEDGE	SKILLS	COMPETENCIES	EQF LEVEL	
	Describe own cultural backgrounds and cultural conditioning	Explore personal attributes through individual and group activities	Discuss how failure can have both a positive and a negative consequence		WORKLOAD
LEARNING OUTCOMES	Name personal likes and dislikes identifying a range of emotions that he/she has experienced	Compare own interests and abilities with skills required in a variety of Jobs	Overcome feelings of frustration and anger in training/workplace situations	4	30h
	Identify own main personality traits that impact his/hers ability to succeed in training/work	Compile a personal profile matching the identification of own skills and interests with self-employment options	Analyze how personal attitudes influence the positive outcome of goals Evaluate own capabilities and personal effectiveness		



UNIT 2: RELATING WITH OTHERS

SUMMARY DESCRIPTION: S/He is able to establish empathic interpersonal relationships by developing strategies for building relationships in a multicultural working group.

	KNOWLEDGE	SKILLS	COMPETENCIES	EQF	
				LEVEL	
	Identify the determining	Apply assertive techniques	Enhance positive behaviors		WORKLOAD
	factors for the effectiveness	through verbal, vocal and visual	in others by relating with		
	in the communication	communication actions when	them		
	process	interacting with others			
LEARNING	Describe the importance of	Work cooperatively with	Respect others opinions and		
OUTCOMES	interpersonal relationships in	colleagues from different cultural	be able to voice own's		
COTCOMES	the performance of an activity	backgrounds towards the	opinion respectfully		
		achievement of results		4	30h
	Recognize cultural		Evaluate how others		
	specificities of the main		influence own's		
	ethnic groups represented in		decisions and vice-verse		
	the society to which he/her				
	belongs		Constructively criticize the		
			key aspects of the achieved		
			results by a team/ group		



UNIT 3: CREATIVE AND CRITICAL THINKING

SUMMARY DESCRIPTION: He/she is able to develop ideas and creatively select the appropriate course of action to produce a logical, practical and acceptable solution for a problem/situation.

KNOWLEDGE SKILLS COM		COMPETENCIES	EQF		
	KNOWLEDGE	SKILLS	COMPETENCIES	LEVEL	
		Gather information before making	Adjust own performance to		WORKLOAD
		decisions selecting the most relevant to	unforeseen situations, by		
		solve a specific situation	taking risks and consciencly		
			making decisions in face of		
	Distinguish between	Address problems in a systematic way	a challenge		
LEARNING	arguments based on	through the resolution of practical cases	Learn from mistakes and		
OUTCOMES	emotion and arguments		failures identifying		
	based on facts	Implement flexible and creative	alternative pathways that	4	30h
	providing specific	responses as techniques for exploring	could be used to solve a	4	3011
	examples	different options for solving a	problem/situation		
		problem/situation			
			Implement autonomously		
		Develop and implement creative ideas to	self-motivation strategies		
		ensure the preparation / launching of	while solving a		
		entrepreneurial initiatives	problem/situation		





2. How to use the Entrepreneurial Spirit Module

VET and adult education providers willing to implement MIGOBI Entrepreneurial Spirit Curriculum are free to choose the pedagogical and evaluation methods considered as the most adequate to assist their learners in achieving the outcomes (e-learning, b-learning, classroom environment, at the workplace or self-study).

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This module contains a large range of methods, approaches and activities which can be used for implementing the learning process.

All the methods refer to the three UNITS and their learning outcomes and can be used as needed in the training implementation.

All methods and activities in this module have been tested with over 120 adult learners (16+) in eight countries. Their feedback and the feedback of their trainers have been used to revise or change part of the activities.

Trainers and facilitators are free to choose which methods to use in which way with their different groups of learners.

Nevertheless, MIGOBI partners consider that when implementing MIGOBI Entrepreneurial Curriculum a Learning by Experience approach should be valorised, allowing trainers and tutors to establish a differentiated pedagogic relationship/dynamic that is effective with multiple groups or individuals, in order to facilitate the development of knowledge, skills and competences, as well as the development of attitudes and behaviours appropriate to professional performance, taking into account the current and prospective requirements of the labour market.

The selection and use of different pedagogical methods and techniques in accordance with the objectives, target-groups and training contexts, including among others, sessions with different methods such as active learning, problem based learning, cooperative learning, gaming, etc. and techniques such as role-play, case studies, brainstorming, etc.



learningforentrepreneurship

To support MIGOBI Entrepreneurial Spirit Curriculum implementation some possible routes for implementation and sample exercises are presented below. After that the whole range of MIGOBI methods, approaches and exercises are listed.

3. Possible routes for MIGOBI Training Implementation

MIGOBI Unit 1 Self-awareness

Target group: adult learners (22+) who know each other and the facilitator / trainer

Learning hours: 30

Setting: Blended Learning

Session	Link to learning outcomes	Activities	Setting	Hours
1 (group)	 Name personal likes and dislikes Explore personal attributes through individual and group activities Describe own cultural backgrounds and cultural conditioning 	discussing what they like about their work. Discuss in groups about likes and dislikes in relation to work 2. Meet an actual entrepreneur who talks about their attitude towards their business. Discuss	Face-to-face	4



Session	Link to learning outcomes	Activities	Setting	Hours
2 (Self)	Explore personal attributes through individual and group activities Describe own cultural	 Research typical cultural situations on YouTube and share with others Research skills profiles of entrepreneurs in the internet Reflect on your skills using a competencies matrix prepare a presentation which of those skills you possess and how this shows 	e-learning	8



Session	Link to learning outcomes	Activities	Setting	Hours
3 (group)	 Identify own main personality traits that impact your ability to succeed in training/work Overcome feelings of frustration and anger in training/workplace situations 	 Present your presentation of skills to the others As a trainer, set a task where the group is bound to fail let someone take notes on what happens in the group discuss failure, overcoming frustration and anger and own abilities to succeed 	Face-to-face	4
4 (Self)	 Compile a personal profile matching the identification of own skills and interests with self-employment options Discuss how failure can have both a positive and a negative consequence Find personal attitudes that influence the positive outcome of goals 	 Compile your personal profile. Film little videos presenting yourself and gather feedback from group Read and analyse 3 business cases of entrepreneurs "failing" and then succeeding. Describe Research personal attitudes that influence positive outcome of goals in good practice examples and compare with your own attitudes discussed in session 1 	e-learning	8



Session	Li	nk to learning outcomes	Ac	etivities	Setting	Hours
	1.	Discuss how failure can have	1.	Discuss the business cases analysed in		
		both a positive and a negative		eLearning and reflect on own "failing" and		
		consequence		what came out of it. Discuss in groups		
5 (group)	2.	Evaluate own capabilities and	2.	Every participant: Invent a product and	Face-to-face	6
(9.00.6)		personal effectiveness		prepare a presentation for the group in 10		
				minutes present it and discuss capabilities and		
				effectiveness		
			3.	Evaluation of training		



MIGOBI Unit 2 Relating with Others

Target group: VET youngsters who know each other and the facilitator / trainer

Learning hours: 20

Setting: Blended Learning

Session	Link to learning outcomes	Activities	Setting	Hours
1)	 Identify the determining factors for the effectiveness in the communication process Apply assertive techniques through verbal, vocal and visual communication actions when interacting with others Present own ideas, skills and products effectively and successfully to others 	 "unique selling point" -Presentation of a colleague to the large group as a product, emphasizing his/hers Step 1 – work in pairs Step2 – presentation to the large group Step 3 – voting for the best seller Step 4 – reflection on communication process (verbal, nonverbal, etc.) constitution of small groups using proverbs Steps 1 – hand over to each trainee a paper with a word that is part of a well-known proverb. Step 2 – trainees have to find which other words match with his/her own in order to complete the proverb Step 3 – each proverb will correspond to 1 group that will work together on the next session 	Face to face	3





Session	Link to learning outcomes	Activities	Setting	Hours
2)	 Recognize cultural specificities of the main ethnic groups represented in the society to which he/her belongs Work cooperatively with colleagues, cooperation partners / and / or potential customers from different cultural backgrounds towards the achievement of results 	 Make a research on a specific ethnic group represented in the society Start preparing a presentation highlighting the main cultural characteristics of this group 	e-learning	6
3)	 Work cooperatively with colleagues, cooperation partners and/or potential customers from different cultural backgrounds towards the achievement of results Constructively criticize key aspects of the achieved results by a team/group and vice 	Make a status of the progress of work, and give some guidance to complete the work	Face to face	2





Link to learning outcomes	Activities	Setting	Hours
versa. Evaluate how others			
influence owns decisions and			
vice-versa			
1. Work cooperatively with colleagues, cooperation partners and/or potential customers from different cultural backgrounds towards the achievement of results	Select a typical song and prepare a suggestion of a complete dinner menu with dishes from the ethnic group	e-learning	4
 Recognize cultural specificities of the main ethnic groups represented in the society to which he/her belongs Apply assertive techniques through verbal, vocal and visual communication actions when interacting with others 	 Groups presentation of the main cultural characteristics; song and dinner menu suggestion of a specific ethnic group, as if they were a tour operator Reflect on achieved results 	Face to face	5
1	influence owns decisions and vice-versa 1. Work cooperatively with colleagues, cooperation partners and/or potential customers from different cultural backgrounds towards the achievement of results 1. Recognize cultural specificities of the main ethnic groups represented in the society to which he/her belongs 2. Apply assertive techniques through verbal, vocal and visual communication actions when	1. Work cooperatively with colleagues, cooperation partners and/or potential customers from different cultural backgrounds towards the achievement of results 1. Recognize cultural specificities of the main ethnic groups represented in the society to which he/her belongs 2. Apply assertive techniques through verbal, vocal and visual communication actions when interacting with others 1. Select a typical song and prepare a suggestion of a complete dinner menu with dishes from the ethnic group 1. Groups presentation of the main cultural characteristics; song and dinner menu suggestion of a specific ethnic group, as if they were a tour operator 2. Reflect on achieved results	influence owns decisions and vice-versa 1. Work cooperatively with colleagues, cooperation partners and/or potential customers from different cultural backgrounds towards the achievement of results 1. Recognize cultural specificities of the main ethnic groups represented in the society to which he/her belongs 2. Apply assertive techniques through verbal, vocal and visual communication actions when interacting with others 1. Select a typical song and prepare a suggestion of a complete dinner menu with dishes from the ethnic group e-learning 1. Groups presentation of the main cultural characteristics; song and dinner menu suggestion of a specific ethnic group, as if they were a tour operator 2. Reflect on achieved results Face to face



Session	Link to learning outcomes	Activities	Setting	Hours
	products effectively and			
	successfully to others			
	4. Constructively criticize the key			
	aspects of the achieved results			
	by a team/ group and vice			
	versa			

4. What do learners and facilitators think?

Here is what our teachers, trainers and learners said about the methods and material provided in this learning module:

Learners

"The methods were interesting and varied"

"Glad you came"

"Please more time per method"

"Very interesting methods and well introduced"

"Thank you for coming, it was very fun and structured"

"It was good and fun to do, thank you!" - Learner about the method "Between James Bond and me"

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"It was interesting to think illogically" - Learner about the method "Dumbest idea first"

"The mood of the class was perfect!"

Trainers

"The method can give the insight about your own position in a society that changes and positive thinking that everyone can take part in this"- Trainer about the method *Did you know?*

"Creates a lot of discussion about what is entrepreneurship"- Trainer about the method Entrepreneurial Mind Set

Did you know? is close to my working field

Brainstorming is always a good method to form a platform for future discussions and exercises.

Everyone in the group can be active and everyone is equally important. -Trainer about the method Skills Identification



5. Methods pool

Below you can find a large number of methods, exercises and approaches referring to the curriculum, the units and their learning outcomes. All methods have been tested with learners in eight countries. Feel free to use, share, adapt and try out with your learners.

UNIT 1: Self Awareness

Method title	Presentation
Aims	Exchange experiences Share your own background
Learning outcome	Describe own cultural backgrounds and cultural conditioning
Description	Time estimation for the exercise/method: 90-120 min
	The group will agree on what is interesting to know about each other. Participants interview each other in pairs with the support of the agreed points.
	One option is to interview the couples; each has a four-part paper where the interviewer writes or draw on the interview. The four fields have themes which are agreed upon before such as Who am I? What do I do in my free time? Which is my favourite feast?
	The papers are then put up in the room.
links / material	Pens and paper





Method title	Between James Bond and Me
Aims	To reflect about the own abilities and skills
Learning outcome	Describe own cultural backgrounds and cultural conditioning
Description	Time estimation for the exercise/method: 90-120 min Group defines the precise attributes to develop the following jobs: elegant secret agent Dry Martini aficionado, National Geographic young lady photographer and adventurer, white-glove thief, attractive professional poker player, etc From this list, the participants identify which skills they share with them. The group creates the list of needed skills for each one of the jobs. They compare the list to determine the gaps and needs.
links / material	List with James Bond descriptions





Method title	ABC method
Aims	Activate prior knowledge. Can also be used as a feedback method.
Learning outcome	This method could be used in all three units as an introduction to a topic.
Description	Time estimation for the exercise/method: 30 min The learners should find a term that they connect with the topic or preamble to each letter of the alphabet. First individually, then in the plenum. For example: Think about the last two training days and write a suitable word for each letter, or think about entrepreneurial Spirit and write a word for each letter. A B C Z" You can also divide the group in two teams and challenge them to come up with the most attractive and valid concept.
links / material	Pens and paper

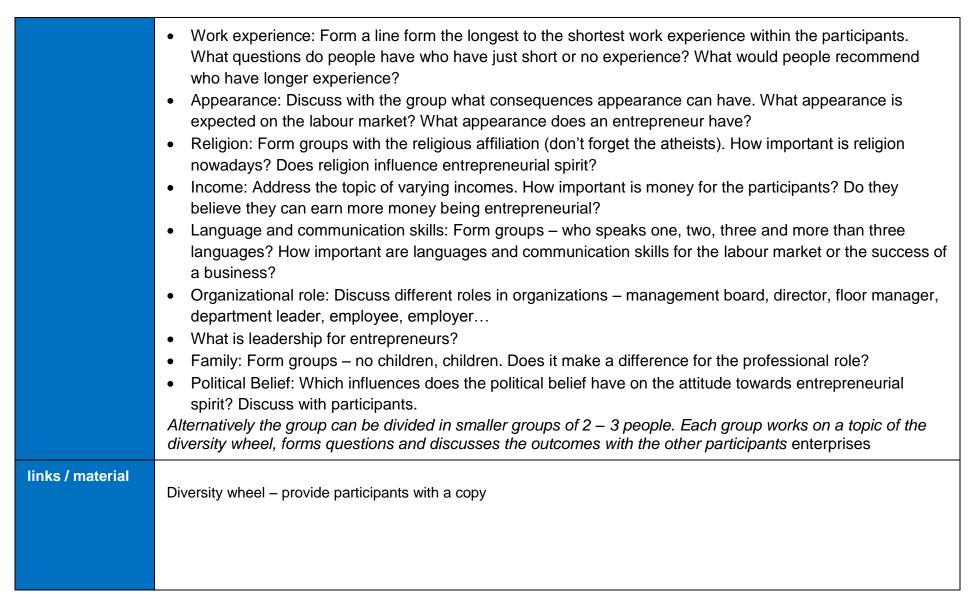




Method title	Diversity Wheel
Aims	Reflect and share you own cultural background Learn about diversity and different cultures Discuss the influence of diversity in personal and professional life.
Learning outcome	Describe own cultural backgrounds and cultural conditioning Apply assertive techniques through verbal, vocal and visual communication actions when interacting with others Recognize cultural traditions of the main ethnic groups represented in the society to which he/she belongs to
Description	 Time estimation for the exercise/method: 90-120 min Take each part of the diversity wheel and work with a sociogram and relating questions: Age: Form a line from the oldest person to the youngest Gender: All females go to one side of the room, all males to the other – what difference does it make to be male or female (society, labour market) Nation: Build groups with all nationalities - what difference does it make to be an immigrant, from this or that country (society, labour market) Sexual Orientation: If possible – depends on the group – build groups. Could be that this is a topic to be only addressed from the trainer as a diversity characteristic, but not further explored. Mental / physical ability: This is maybe also a topic just to be explained from the trainer. Race / Ethnicity: Ask the group if they would define themselves over race and ethnicity. What experiences do they have with it? Education: Form a line from the lowest to the highest educational degree in the room. Discuss what difference education can make.

















Diversity Groups
To analyse diversity, intercultural competence, reflection and self knowledge
Describe own cultural backgrounds and cultural conditioning
Time estimation for the exercise/method: 90-120 min
The entire group is divided by sex and a question is raised: How to live the world of work from the point of view of the group that are (men or women)? The group is dissolved and reassembled by age and is again raised the same question from the point of view of how old they are (doing subgroups approximate ages).
Groups dissolve and divide again but this time for his family situation and check again the same question from the point of view of their situation (singles, couples with or without children, divorced). You can use other categories (cultural background, social class, etc.) At the end, it should be analysed their reactions in the different groups, why groups were different and how we are living diversely.
Papers and pens





Method title	Skills profiles check & presentation
Learning outcome	Identify own main personality traits that impact your ability to succeed in training/work Explore personal attributes through individual and group activities Compare own interests and abilities with skills required in a variety of Jobs Compile a personal profile matching the identification of own skills and interests with self-employment options
Aims	Research skills profiles of successful entrepreneurs Identify and present own skills and competences Compare own skills and competences with those of successful entrepreneurs Motivate to look beyond the obvious
Description	Time estimation for the exercise/method: about 10 hours - 1,5 days This is an elaborate blended learning activity where the learners take several steps to find out about their own skills and competences. e-learning part: 1. Research at least 2 skills profiles of successful entrepreneurs through researching their biographies using, for example, interviews and portrait in magazines, presentations, CVs. 2. Use a competencies matrix to mark the skills and competencies found out about those people 3. Use the same competencies matrix to reflect about your own skills and competences 4. Prepare a presentation including pictures, videos etc. about the skills / competencies you share with those successful entrepreneurs and how you can "prove" that Face-to-face part: 5. Present your skills in class
links / material	e-learning: List of possible entrepreneurs, suggestions of websites to use for research i.e. http://www.forbes.com/

http://www.business-punk.com/ http://www.entrepreneur.com/article/243099

Competence matrix (i.e. Heyse / Erpenbeck) and checklist



Heyse & Erpenbeck, 2004, p. XXI

Face-to-face:

Presentations, computer, beamer





Method title	The teacher has prejudices against me
Learning outcome	Identify own main personality traits that impact your ability to succeed in training/work
Aims	To reflect about self-knowledge and emotions
Description	Time estimation for the exercise/method: about 60-90 minutes Exercise about the control of the emotions. Participants prepare a list with the name of their users/clients/friends starting for which they like the most. Questions: Are you aware that your feelings become obvious for the people at the end of the list? What subtle messages are you probably sending to them? Is your body language the same when you dialogue informally with those at the top or at the bottom of the list? What about when you are in contact with them in normal learning exchange? Is there any difference in your "mental dialogue" when latter and former? Take the last three names: How do they contribute to your context? Include skills, knowledge, values and qualities. Those gifts can be as simple as "he/she has sense of humour".
links / material	Sheet with the list of questions





Method title	Likes and dislikes
Learning outcome	Explore personal attributes through individual and group activities Name personal likes and dislikes identifying a range of emotions that he/she has experienced
Aims	Finding out personal attitudes and attributes Finding out attitudes and attributes of entrepreneurs
Description	Time estimation for the exercise/method: 30-90 minutes Listen to an interview with an entrepreneur discussing what he / she likes about his / her work Discuss in groups about own likes and dislikes in relation to work Compare to the entrepreneurs list
links / material	Interview with an entrepreneur (Audio)

Method title	How long does a minute last?
Learning outcome	Explore personal attributes through individual and group activities



Aims	To reflect about perception/objectivity/measurements
Description	Time estimation for the exercise/method: 30-90 minutes
	Before you start, participants are informed that they are going to do an experiment.
	They are given one minute of time for each of the following activities but without them knowing that one minute
	is timed:
	- You are asked to write your name several times.
	- Hear four songs extracts (1 min each)
	- Read a text
	Then they are asked first how long they have spent on each exercise? It was actually one minute just for
	everything, but some think they have more or less time, for one thing or another.
	The next question is whether they feel that the elapsed time was the same? If any activity has become longer
	or shorter than the other?

It is an exercise to check that perceptions of reality are conditioned by our subjectivity and therefore self-

knowledge is necessary.

Exercise also gives space to talk about how we perceive others depending on how much it took to share, compared with someone else. (Some people read faster than others, some have managed to write their name more often than others in 1 minute etc.)





	Again they are given one minute each time for one of the following activities but they know what is timed as 1
	minute:
	- You are asked to write your name several times.
	- Listen to extracts of four songs (1 min each paragraph)
	- Read a text.
	Discuss after the 2nd round if the perceived time was the same and what changed compared to the first round.
links / material	Stop watch, 8 songs & player, 2 texts

Method title	Everyday Entrepreneur
Learning outcome	Explore personal attributes through individual and group activities
Aims	To gain an understanding and discuss with peers the skills, competences and mind-set that Entrepreneurs have, and to break down any barriers that people might have about whether they can be entrepreneurial.



Description	Time estimation for the exercise/method: 60-120 minutes
	Working in groups in 3-4, learners are asked to draw the outline of a person.
	Working as a group learners decide on an identity for their entrepreneur (name and business idea). Groups are then asked to start at the head of the body and consider what attitudes/spirt and mind-set the entrepreneur would need, and write these around the head of the person. The group is then asked to state the practical skills they need to have, these are written around both of the hands. The group is then asked to list the passions and qualities an entrepreneur will need and list these around the heart. Finally the group is asked to list the external factors +/- which will affect the entrepreneur being successful. Each group is then asked to present their entrepreneur back to the group.
links / material	Flip chart pens





Method title	The lost object
Learning outcome	Explore personal attributes through individual and group activities
Aims	To assess the own competences and becoming proactive
Description	Time estimation for the exercise/method: 30>90minutes
	Group is divided in two subgroups. Each one is responsible for an indispensable department of an imaginary organisation. The aim of the game is that each department gathers 8 objects of one list of 17 in 8 minutes. Discuss the process after this.
links / material	Specific list 1. A flag 2. Two stones 3. A cap or hat 4. A bra 5. A can of Coke 6. A product of a French company 7. An ice cube 8. Two socks 9. A tacky tie 10. A passport 11. A wheel 12. A little bit of oil 13. A picture of a child





14.A map of a city
15.A tooth
16.One fly
17.A murderer object

Method title	What do I want to achieve?
Learning outcome	Compare own interests and abilities with skills required in a variety of Jobs
Aims	Compare own interests and abilities with skills required in a variety of Jobs





Description

Time estimation for the exercise/method: approx. 1 hour

This activity requires preparation. You will need to build up a set of cards with the core skills of different professions, based on the identified professions from the learners, having at least the double of cards that trainees, so each trainee can have at least 2 cards.

Phase 1

Deliver to the learners (preferentially in the end of a training session so you have enough time to prepare the profession cards) the paper with phase one of the activity. Collect them after they finish.

Phase 2

Deliver back to the learners their paper fulfilled, and give them the second phase paper along with the profession they've chosen and another one. Ask them to read their first statements and the profession cards, and fulfil the second paper

Phase 3

After everyone finished, ask them to share with the whole group the conclusions they've come to. For instance, if the initial expectation they had before reading the profession card is still the same or if they find the other profession more interested, etc.

حمامانا	1	ا ماند ما
links	/ mai	

Set of cards with the core skills of different professions

Phase 1

Consider future achievements you want to accomplish and write down at least one sentence for each of the following items:

My dreams for the future:

My professional goals:

In 2-3 years later I will be studying / working in/at:

Phase 2

Looking into your statements, try to relate them with the skills mentioned on the two profession cards, such as communication, problem solving, creativity, etc. and:

Point out the skills you already have for each profession:

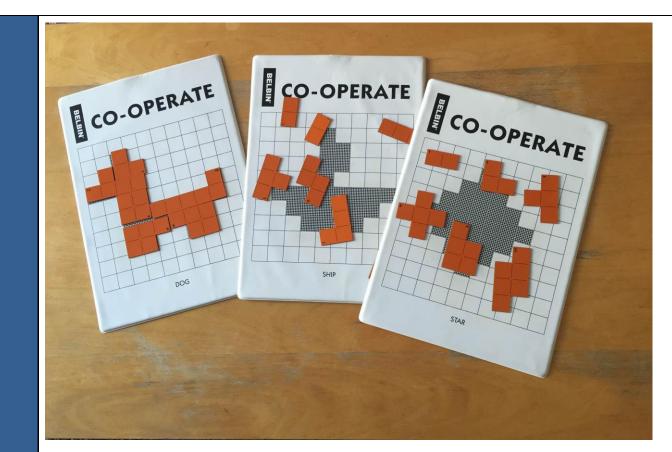
Identify the Skills you need to develop for each profession:





Method title	Magnetic board
Learning outcome	Compare own interests and abilities with skills required in a variety of Jobs
Aims	To assess the own competences and becoming proactive
Description	Time estimation for the exercise/method: 30-90 min The aim of the game is to complete the boards with the corresponding magnetic figures completed. Each player (or couple of players) receive a board with the exact number of pieces; They have to try to complete each figure by negotiating with the others. Some boards are easier, while others are really difficult and they are forced to cooperate.
links / material	Magnetic board and figures







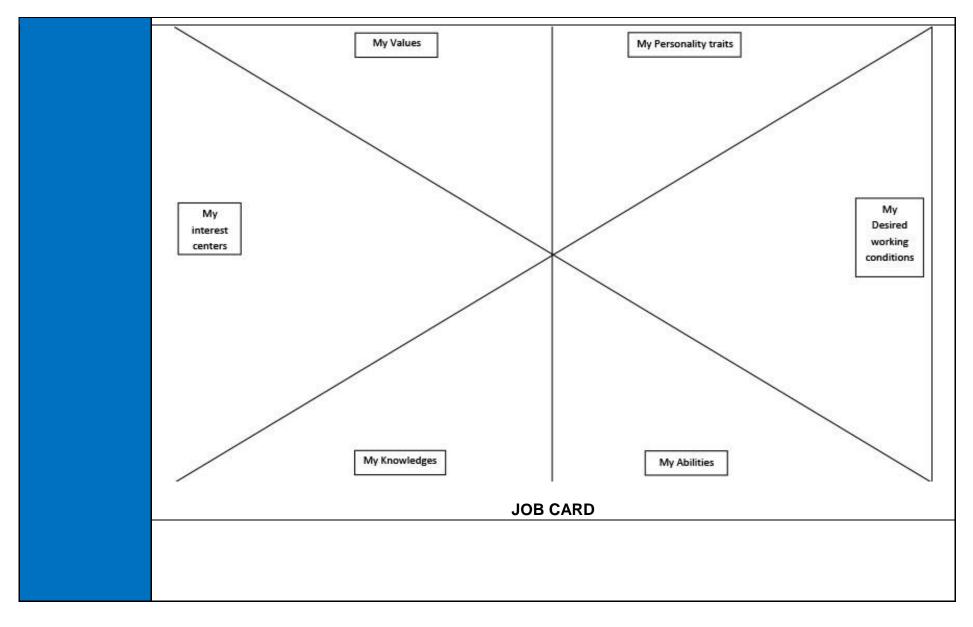
Method title	That's me
Learning outcome	Compare own interests and abilities with skills required in a variety of Jobs
Aims	To know your own interests - compare them with skills in different jobs
Description	Time estimation for the exercise/method: individual work, the time is depending on the number of jobs used. Participants fill out the worksheet with the sentences stated below. Presentation of the worksheet in the plenary. Compare the sentences found with skills profiles in different jobs. Research these with the help of the internet.
links / material	Sheet - the sentences are to be completed I like to do things like I can do this very well My Special Features I'm dreaming of Sometimes I'm sad because I'm very angry if I'm very happy if Things I think about.



tearning	or entreprene	

Method title	
	Jobs cards
Aims	Increase jobs' knowledge Compare own interests and abilities with skills required in a job
Learning outcome	Compare own interests and abilities with skills required in a variety of Jobs
Description	Time estimation for the exercise/method: individual work, the time is depending on the number of jobs used. By compiling different sources (websites, interviews, job directories) trainees develop job cards, including skills required, ways to access, advantages and disadvantages, work conditions As they have developed their own personality maps, they are able to compare it to the job cards, and to note what matches or not. They can establish jobs lists, depending on whether or not they match their desires and skills and why.
links / material	Websites, job directories, interviews Personality map





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Job name:

- 1. Description of the main tasks:
- 2. Working conditions (schedules, places, work clothes...):
- 3. Average salary:
- 4. Required qualification:
- 5. Required skills:
- 6. Required qualities:
- 7. Advantages of this job:
- 8. Constraints of this job:





Method title	Personal Profile
Learning outcome	Compile a personal profile matching the identification of own skills and interests with self-employment options Explore personal attributes through individual and group activities Find personal attitudes that influence the positive outcome of goals
Aims	Know about your personal skills and qualifications Find creative methods to present yourself Develop technical skills
Description	Compile your personal profile and film little videos presenting yourself. The participants can use Power-Point, Photos, YouTube Videos, self-made Videos of themselves Questions to ask before starting: How do I want to present myself? Who is my target group? The other participants? Possible employers? Possible costumers? What creative strength do I have? Am I good in talking, drawing, creating? How can I integrate this in the video? Are there role-models? Do I like a specific form (example) of self-presentation? Share with the other participants and gather feedback. Possible addition: work with the form for EU-Curricula and create a personal vita.
links / material	Computer, Internet Online-Platform for participants



links / material

Flip chart pens

Method title	Brainstorming entrepreneurial skills
Learning outcome	Compile a personal profile matching the identification of own skills and interests with self-employment options
Aims	Identify competences and skills relating to entrepreneurship
Description	Time estimation for the exercise/method: 20-60 minutes Working as a large group participants think of all the different skills, competences and benefits you need or that exist for people who are self-employed. Participants shout out as many of these as they can and a large list is generated. Each participant is then asked to personally reflect on the large list generated and privately pick 3-5 skills, competences and benefits that they would like to use or achieve through being an entrepreneur.





Method title	Explore Entrepreneurship
Learning outcome	Compile a personal profile matching the identification of own skills and interests with self-employment options
Aims	This activity is designed for participants to explore entrepreneurship, explore why people become entrepreneurs and identify people who are entrepreneurs from their local community.
Description	Time estimation for the exercise/method: 30 minutes
Description	Members form groups of 3-4 people (depending on the size the group. They are given 3 pieces of flip chart paper and asked to:
	Discuss 3 questions:
	What does entrepreneurship mean to you?
	Why do people become entrepreneurs?
	Who is an entrepreneur in your local community? What do they do?
	Each group member discusses their thoughts and answers to the questions above and as a group compile the answers on the flip charts. At the end of this process each group presents their answers back to the other groups.
links / material	Pens, flip chart paper





Method title	Biographies – fail and succeed
Learning outcome	Find personal attitudes that influence the positive outcome of goals Develop and implement creative ideas to ensure the preparation/launching of entrepreneurial initiatives
Aims	Find different possibilities to deal with failure Learn that failure is a part of everybody's life Realise the learning possibilities in challenges and difficult situations Learn from biographies of successful people
Description	Time estimation for the exercise/method: > 120 minutes Find three examples of entrepreneurs"failing" and then succeeding. How did they deal with it? The presented examples can be prominent persons (biographies found in the internet) or persons from the private circle of the participants. So this methods needs preparation time outside a classroom setting. Share examples with the group – texts, biographies. Present in front of the group. Possible addition: Interview an entrepreneur you know about failure and success and present the findings. You can also invite learners to write on the question "What can we learn from (name of person presented)?
links / material	Computer





Internet

Suggested movies or links: "Pursuit of Happiness" / TED talks: William Kamkwab: How I built a windmill" and "How I harnessed the wind"

E-Learning platform for sharing



Method title	Dealing with failure: some success stories
Learning outcome	Discuss how failure can have both a positive and a negative consequence
Aims	Know about your personal skills and qualifications Find creative methods to present yourself Develop technical skills
Description	Time estimation for the exercise/method: 2 hours Step 1
	Trainer offers its learners a few success stories, concerning either known or unknown people. It may include online videos, or paper documents. It appears to be important to choose stories about people to whom the learners can identify themselves (therefore including "small" stories: a trainee who manages to implement its vocational project) Step 2
	Having heard these stories, the trainees have to analyse them, using a grid like: - Who? - When?





	Where?Which failure or obstacle?How to overcome?
	This allows highlight soft skills, such as perseverance, ability to learn from its failures, resilience, self-confidence, confidence in its project, ability to rely on the right people
	Step 3
	Individually, each will then try to determine what might be the obstacles to his project, the difficulties he expects to encounter, and how it can overcome. He notes it on a sheet, which is preserved and can be completed later. Those who wish can share their production with the group, and get feedbacks.
	At least, paper and pen!
links / material	Overcome Obstacles
	My project is:
	Which are the difficulties I expect to encounter? For each one, note a way to overcome it:





Method title	Theatre of the Oppressed – Forum Theatre
Learning outcome	Overcome feelings of frustration and anger in training/workplace situations.
Aims	The aim of this method is NOT to show the way to solve a problem, but to discover and experiment different paths to react face of a situation.
Description	Estimated time for the exercise/method: half day, depending on the number of trainees
	Step 1
	In small groups, trainees think about living situations, personal or professional, that have let them unsatisfied with the way they react: it could be with boss or colleagues, or with neighbours, or with family, or with authoritiesThey choose one that seems relevant, and they stage it: characters, place, sentences, actions, trying to be as close to reality as possible.
	Step 2
	Each group presents its situation in a few words to the rest of the trainees, and the group choose which one will be played first (depending on the time, but it's important that every situation is played, as trainees have worked on it: it could be done another day).
	Step 3
	The scene is played for the first time, fully and continuously, so that all understand it. Spectators are allowed to ask for precisions if necessary, which can be included in the scene. Then, the scene is replayed, and this time spectators (or rather spect-actors) are invited to stop the situation when they want to propose another way to react: then they take the place of a character (either "oppressor" or "oppressed"), and the story continues with this variation and so on, until there are no more propositions.



Step 4

The trainer combines elements, helps learners to build on the ideas implemented, and to identify personal tracks of action.

Remarks:

- The trainer isn't necessarily an actor!
- This requires above all to be convinced by the tool
- He is mostly a facilitator of speaking, by ensuring mutual respect, non-judgment, freedom to try all the ideas of the participants
- Trainees should feel confident: this doesn't mean that they have to know each other well (*I used this method in 3 days' training, the second day*), but it's often a good idea to begin the sequence with icebreakers, or with cooperative games.

links / material

Enough space, paperboard, paper & pen

Example of cooperative games:

- A blind must follow a path strewn with obstacles, with the oral indications of a sighted guide. Variation: the guide is silent and only uses fingertips!
- Drunken bottle
 - 7-12 participants

Players stand in a tight circle and one person (the bottle) stand in the middle, eyes closed. The bottle relaxes completely and must be allowed to swing back and forth and side by the other participants, keeping their feet on the ground. The group must gently push the bottle so it does not fall and therefore does not break.





Method title	Eggs can fly
Learning outcome	Overcome feelings of frustration and anger in training/workplace situations.
Aims	To be assertive and oriented to results
Description	Estimated time for the exercise/method: 30-90 minutes
	In 10 minutes, participants must create a protection system to throw an egg from a distance of 3 m. without breaking it.
	Groups of 3 – 4 people invent an egg-flying machine. They only have provided material and a restricted amount of time (1/2 h – 1 h). After the flying-contest the groups can answer some of these questions: • How did you work together as a group? • How were the decisions made? • How do you deal with success / failure? • How do you deal with risk / pressure? • Do you believe to be creative? • Do you know similar experiences from your life? • What would we do differently next time? • What could we do to improve?
	Goal is that the egg experiences a free fall from at least 3 m and lands safe and sound.





links / material	You are allowed to use the following material:
	1 m cord
	2 balloons
	2 sheets of paper
	2 sheets of carton
	2 raw eggs
	1 scissor
	1 m duct tape
	The material can vary – important is that it is restricted.

Method title	Assertiveness strategies
Learning outcome	Overcome feelings of frustration and anger in training/workplace situations.
Aims	Finding solutions to get out of difficult situations Finding own resources Strengthening self-confidence
Description	Estimated time for the exercise/method: 30-90 minutes Group work in face to face settings: Tip: Best use this method when a difficult workplace situation comes up in the group during a discussion or presentation. With the whole group find a difficult workplace situation one or more of the participants struggles with and





	discuss the feelings this or similar situation causes. (Anger, frustration, irritation etc.) In small groups of three find strategies to overcome these feelings by using the questions: What helps me in difficult situations? How can I strengthen myself? Note on a flipchart. Present and discuss with the whole group
links / material	Flipchart and pens





UNIT 2 Relating with others

Method title	Sales conversation
Aims	The participant has to sell a certain product to a very discerning customer. In doing so it is not very important "what" you are saying, rather "how" you are sharing your information with the customer. It is important to be friendly, pleasant, helpful and convincing.
Learning outcome	Identify the determining factors for the effectiveness in communication process. Apply assertive techniques through verbal, vocal and visual communication actions when interacting with others Present own ideas, skills and products effectively and successfully to others.
links / material	-Instructions for participants – Script
	-Setting for the sales situation
	-Product, which should be sold
	Script: Sales Conversation - You are sports shop assistant. A customer has been standing in front of a shelf

presenting different types of backpacks for quite some time now. The customer takes some backpacks from the shelf; he observes these backpacks with great interest and examines the material carefully. You start a conversation with the customer. During the conversation, you understand that you have to deal with a very critical customer, who is interested in quality, tearing strength, stability, and colour and above all in the price of the backpack. This customer has collected beforehand some information at other sports shops and is therefore comparing the different services very critically.

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Method title	Typical cultural situations
Aims	Review typical cultural attitudes and possible misunderstandings. Share funny and interesting movies with others. Learn more about culture.
Learning outcome	Recognise cultural specifies of the main ethnic groups represented in the society to which he/she belongs to
Description	E-learning-activity: Research typical cultural situations on YouTube and share with others. Each participant should share at least one video about his/her own cultural background and possible another one about a foreign / different background. If possible find also funny situations that illustrate the cultural view on the world. There is a film called "The celebration of the chicken" (unfortunately only available in German) that shows a team of African Ethnologists exploring Upper Austrian traditions. The film shows, that all interpretation of other cultures is limited through own experience and background. Group activities: Discuss with the group how a typical cultural situation (celebration, interaction, work-place) could be interpreted from a person from another continent or how it would be seen from an alien. Play a cabaret with typical cultural encounters – let small groups find ways to emphasize and exaggerate the





	cultural content.
links / material	Computer, Internet Learning platform to share videos and links Das Fest des Huhns / Celebration of the chicken (only german): https://www.youtube.com/watch?v=ASzG4QdriOg Breaking cultural boundaries: https://www.facebook.com/danielaminati.offiziell/videos/10153074832868236/

Method title	Intercultural Business Presentation
Aims	To get and pass knowledge on cultural differences and specificities of some regions represented by the learners.
Learning outcome	Apply assertive techniques through verbal, vocal and visual communication actions when interacting with others
Description	Part 1 The learners need to prepare a short presentation (10-15 minutes) on the chosen aspects of business intercultural communication (preferably from their own culture). They can refer to Hofstede's classification as well as present some practical aspects related to business relations (punctuality, organising meetings, dress code, greetings, attitude to relationship, dealing with tasks, entertainment etc) Part 2 The learners give presentations to other students; they should be prepared to answer questions.





links / material	PowerPoint or any other software from presentations, laptop, beamer.
	Website:
	http://geert-hofstede.com

Method title	Music game
Aims	Enriching participants knowledge about a different culture
Learning outcome	Recognise cultural specifies of the main ethnic groups represented in the society to which he/she belongs to
Description	Time estimation for the exercise/method: 30-90 minutes Participants have to search for songs that typify the culture of a migrant group represented in their society and learn as many words and expressions as they can by using a translation application, such as Google Translator or other. * depending on the level of confidence among the participants, volunteers for singing and dancing the song to the large group may be asked
links / material	Computers with internet connection



Method title	Prejudice quiz
Aims	Raise awareness about first impressions and prejudices. It can also be used as an introduction exercise.
Learning outcome	Apply assertive techniques through verbal, vocal and visual communication actions when interacting with others.
	Evaluate how others influence own's decisions and vice-verse ,constructively criticize the key aspects of the achieved results by a team/ group and vice versa
Description	Time estimation for the exercise/method: 30-90 minutes
	Every participant gets a worksheet from the trainer. They will write down their names on top of the worksheet. Then the worksheet will be passed on to the participant on their right side. This participant will write down the answer to the question the trainer asks about the person who wrote down their name on top of the worksheet. This goes on and on until the worksheet is back to the person who wrote down their name at the top of the worksheet.
	The questions:
	1. What is their age?
	2. What function do they have?
	3. Where do they live?
	4. What kind of hobby do they have?
	5. What kind of sport do they like?
	6. What is their favourite television program?





links / material	Worksheets
	20. What would the person do for a living if they were not in this present job?
	19. What is their favourite singer/artist?
	18. What kind of books does the person prefer?
	17. What is their favourite country to spend the holidays?
	16. What does this person do in their leisure time?
	15. Where will this person be in 5 years from now?
	14. What kind of pet do they have?
	13. What is their favourite food?
	12. What way of transport do they use to get to work?
	11. What newspaper do they read?
	10. How many children do they have?
	9. How do they live? (House, apartment, boathouse?)
	8. What is their favourite vacation?
	7. What is their favourite music?

Method title	Skills auction
Aims	For participants which skills and competences and personal benefits are most important to them in relation to





	entrepreneurship and to learn negotiation skills with peers?	
Learning outcome	Apply assertive techniques through verbal, vocal and visual communication actions when interacting with others	
Description	Time estimation for the exercise/method: 45-60 minutes Each member of the group is given a different amount of money and is encouraged by the auctioneer (trainer) to bid for the skills, competences and benefits that they have identified for themselves in the Skills Identification exercise. The auctioneer will auction the skills and sell them for the highest value.	
	At the half way point the participants are given the opportunity negotiate and put their money together to outbid other bidders.	
	At the end of the exercise the group will analyse the process and debrief how it felt.	
links / material	Flip chart pens	
	Fake currency.	

Method title	Intercultural Calendar
Aims	To become aware of cultural differences concerning working time, holidays and celebrations in different countries.
Learning	Work cooperatively with colleagues, cooperation partners / and / or potential customers from different cultural backgrounds towards the achievement of results;





outcome	Recognize cultural specifies of the main ethnic groups represented in the society to which he/she belongs to	
Description	Time estimation for the exercise/method: 30-90 minutes	
	Part 1 - The learners work in groups, preferably from different countries (representing different cultures). They have to prepare a calendar including the major bank and religious holidays in their countries.	
	Part 2 - They have to draw up a daily schedule (including office hours, breaks, siestas etc. and taking into account different time zones). They draw conclusions for the best communication procedures. They present it to the rest of the group.	
	Alternatively: If the learners come from the same cultural background they can develop a calendar on the basis of the information from the Internet.	
links / material	The Internet.	

Method title	Lost in Hong Kong
Learning outcome	Work cooperatively with colleagues, cooperation partners and/or potential customers from different cultural backgrounds towards the achievement of results.
outcome	Constructively criticize the key aspects of the achieved results by a team/group and vice versa
	Address problems in a systematic way through the resolution of practical cases
	Learn from mistakes and failures identifying alternative pathways that could be used to solve a problem/situation.





Description	Time estimation for the exercise/method: 30-90 minutes	
	The number of tables depends Instructions: (Read out loud) Imagine you're waking up in Ho You can't understand anyone, y heavy suitcase with you. You can carry up to maximum take with you. The entire group After 10 minutes, the groups will Tape each group's cards to the	Ing Kong. You don't know anyone, you don't know where you are and you have a very B products. Together with the group, choose the 3 products you are going to must agree and you have to explain why you chose those products. Il take turns in explaining why they chose certain products. flipchart, the 2nd group below the 1st group's cards, and so forth. all the choices made. 3 minutes per group to explain the choice of luggage,
links / material	•Table •Marker •Chairs	•Flipchart paper •Print and cut cards •Tape

Method title	What makes an effective presentation?	
Aims	10 tips for effective presentations	
Learning outcome	Present own ideas, skills and products effectively and successfully to others ·	
Description	In small groups, participants will talk about a failed presentation. What has to happen so that a presentation goes wrong? After that the participants talk about the 10 tips for effective presentation (see below).	

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Another possibility is to make this exercise after a presentation so that all participants are aware of the topic. In small groups they can establish 10 tips for effective presentations themselves and discuss these in the plenary and come up with a common solution. In the end, compare with the 10 tips below. links / material 10 tips: 1. Show your Passion and Connect with your Audience - It's hard to relax and be yourself when you're nervous. 2. Focus on your Audience's Needs - Your presentation needs to be built around what your audience is going to get out of the presentation. 3. Keep it Simple: Concentrate on your Core Message - When planning your presentation, you should always keep in mind the question: What is the key message (or three key points) for my audience to take away? 4. Smile and Make Eye Contact with your Audience - This sounds very easy, but a surprisingly large number of presenters fail to do it. 5. Start Strongly - The beginning of your presentation is crucial. You need to grab your audience's attention and hold it. 6. Remember the 10-20-30 Rule for Slideshows - Contain no more than 10 slides; Last no more than 20 minutes; and use a font size of no less than 30 point. 7. Tell Stories - Human beings are receptive to respond to stories. 8. Use your Voice Effectively 9. Use your Body Too - It has been estimated that more than three quarters of communication is non-verbal. 10. Relax, Breathe and Enjoy - If you find presenting difficult, it can be hard to be calm and relaxed about doing it.



http://www.skillsyouneed.com/present/presentation-tips.html#ixzz3rf5rG8pG

TED Talk link: How to sound smart in your TEDX talk: https://www.youtube.com/watch?v=8S0FDjFBj8o.

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Method title	Just Listen	
Aims	Strengthen listening skills. Listening is an incredibly important part of good communication, and it's a skill that people often ignores. This activity also shows how to listen with an open mind.	
Learning outcome	Present own ideas, skills and products effectively and successfully to others	
Description	Time estimation for the exercise/method: 0<30 minutes	
	This is an activity that encourages participants to communicate how they feel about a subject. People get into pairs and one member talks about their opinions. Their partner listens without speaking, and then, without rebuttal, recaps on what has been said. Instructions 1. Have your group sit down in pairs. 2. Give each team eight index cards. 3. One partner will blindly choose a card and then speak for three minutes on how they feel about the topic. As they talk, the other person cannot speak – their goal is to listen. 4. After three minutes, the listener has one minute to recap on what their partner has said. They cannot debate, agree or disagree – only summarize. 5. Next, the roles switch, and the process starts again. Follow-Up Talk with your group members about how they felt about this exercise. Consider these questions: - How did speakers feel about their partners' ability to listen with an open mind? Did their partners' body language communicate how they felt about what was being said?	





Method title	Prezi
Aims	To be able to present own ideas to others
Learning outcome	Present own ideas, skills and products effectively and successfully to others
Description	Time estimation for the exercise/method: 30>90 minutes
	To create a presentation: Preparation is essential for an effective presentation. When giving a presentation, certain keywords are used to signpost the different stages. It's a good idea to memorise them and practise using them so that they come to mind easily during a presentation. Starting the presentation Good morning/Good afternoon ladies and gentlemen The topic of my presentation today is What I'm going to talk about today is Why you are giving this presentation The purpose of this presentation is This is important because

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- My objective is to ...
- Stating the main points
- The main points I will be talking about are :
- ♦ Firstly,
- ♦ Secondly,
- ♦ Next,
- ♦ Finally ... we're going to look at ...
- Introducing the first point
- Let's start / begin with ...
- Showing graphics, transparencies, slides, etc.
- I'd like to illustrate this by showing you ...
- Moving to the next point
- Now let's move on to ...
- Giving more details
- I'd like to expand on this aspect/problem/point ...
- · Let me elaborate on that.
- Would you like me to expand on/elaborate on that?
- Changing to a different topic
- I'd like to turn to something completely different ...
- Referring to something which is off the topic
- I'd like to digress here for a moment and just mention ...
- Referring back to an earlier point
- Let me go back to what I said earlier about ...
- Summing up or repeating the main points
 I'd like to recap the main points of my presentation:
- ♦ First I covered ...
- ♦ Then we talked about ...
- ♦ Finally we looked at ...
- I'd now like to sum up the main points which were :
- ♦ First ...
- ♦ Second,







	 ♦ Third, Conclusion • I'm going to conclude by ♦ First ♦ Second, ♦ Third, • In conclusion, let me ♦ First ♦ Second, ♦ Third, Questions • Now I'd like to invite any questions you may have. • Do you have any questions?
links / material	Laptop, <u>www.prezi.com</u>

Method title	The Blindfold Game
Aims	Improve communication and listening skills, and to build trust between partners.
Learning outcome	Present own ideas, skills and products effectively and successfully to others
Description	Time estimation for the exercise/method: <30 minutes
	In this activity, blindfolded participants must rely on their partners to navigate an "assault course" successfully. Instructions: 1. Scatter furniture and objects around the room before the activity begins. Your course should be challenging, but still safe to navigate around.





2. Put team members into pairs and ask them to stand at one end of the room. 3. One person from each pair should put on the blindfold. 4. The sighted people must guide their partners across the room and give instructions to help them avoid the obstacles. 5. When each team reaches the other side of the room, partners should switch roles and then repeat the exercise. 6. To make this exercise more attractive you can direct the blindfolded learners to chocolate. 7. You could also make it more challenging by setting a time to the exercise and establish how long it took for each pair. Advice for the Facilitator: Talk with your group after the exercise. Consider these questions: • How did participants have to communicate differently to guide their partners? • How did their listening skills change and adapt when they were blindfolded? links / material • Any size group works well in this exercise. • Enough blindfolds for half of the participants. • A large, private room. • Furniture and other items that you can use as obstacles. Chocolate.

Method title	Supply Chain
Aims	To establish an imaginary supply chain for a particular product, to take on different roles and negotiate the roles.
Learning	Present own ideas, skills and products effectively and successfully to others Work cooperatively with colleagues, cooperation partners / and / or potential customers from different cultural





outcome	backgrounds towards the achievement of results Apply assertive techniques through verbal, vocal and visual communication actions when interacting with others
Description	Time estimation for the exercise/method: <30 minutes The learners work in groups of 4-5 people. They choose one product from their surroundings. They try to draw a scheme of a supply chain defining their roles in this chain. The chain needs to be complete so starting from the production process to the final sales. They have to identify their roles (producer, middleman, wholesaler, shop assistant). If somebody does not want to take on a particular role they need to negotiate - all roles must be taken. They present their solutions to the rest of the groups.
links / material	Any size group works well in this exercise. Sheets of paper Markers

Method title	Lost on the moon
Aims	- Compare the effectiveness of individual decision-making and collective decision making.
	- Show that the operation of a group depends directly on the working methods of its members, by
	comparing the mode of decision-making by voting and mode of consensual decision.
	- Show that conflict, well controlled, boosts creativity
	- Teach a group not to underestimate their own potential to increase efficiency.





Learning outcome	Evaluate how others influence own's decisions and vice-versa
Description	Time estimation for the exercise/method: 2.5 hours
	The exercise takes place in 4 phases:
	1. Individual ranking (about 10 minutes)
	Each participant, after receiving the instruction sheet, fills a copy of the decision sheet. During this phase, no
	exchange between the participants is authorized.
	2. Group ranking (45 to 60 minutes)
	Participants hold a meeting to determine a class rank of the same elements in subgroups of 5 to 6 people.
	Subgroups could be given different guidelines, inviting them to take their decisions in different ways, for
	example, to the one majority vote, others in consensus: all participants must agree, one of them may block the
	group if deemed necessary. In this case, adapt the instructions given in instruction sheet!
	3. Rankings Comparison
	When the group rankings are complete in each subgroup, the facilitator gives the participants the classification
	supplied by NASA and asks them to transcribe in the corresponding boxes on their decision sheet. He provides
	participants with the criteria on which the experts establish their ranking.
	Participants will then calculate their point's difference: for each item, the difference in absolute value between
	their rankings and the NASA. The sum of the individual differences constitutes their result.
	They proceed in the same way by comparing the collective results of each subgroup to those of NASA.
	Could then be compared:





- the best results,
- the difference between individual and group results,
- the difference between the groups, according to their specific guidelines (majority or consensus)

4. Exploitation (1 hour)

- Group Operations

Did the sub-group set a plan? (E.g. vital elements, useful, useless ...).

Did each participant have the chance to speak?

Did each participant listen to suggestions from others or did they try to impose their own list?

Are there any phenomena of leadership, conflict or groupings within the subgroups?

How long has it taken for different decisions?

Have some subgroups adopted decision modes such as majority rule, reciprocal concessions or chance? Have they been creative?

- Individual and collective decisions.

Does each participant have the feeling of having been able to explain its choice?

Or do they have the feeling of having undergone the decision of the others?

What makes them change its classification?

What conclusions can be drawn from the comparison of individual and group results?

In most cases, the subgroup gets better results than those who compose it. This is due to the elimination of errors by the exchange of knowledge between participants, and the creative group that finds an original way to use certain elements.

What helps make the right decisions?



learningforentrepreneurship

It happens very often that this is not technical expertise in the space field! Indeed, the choice of fifteen objects to achieve the two main objectives - survive and move - depends less on technical knowledge than on the way those two objectives are clearly perceived and expressed. The creative thinking that each can show in using the objects available unexpectedly, in a new context, is also a success factor. Observe that the collective result is generally better when the mode of decision-making allows the use of all the group's resources; in this sense, the consensual mode of decision-making, for example, gives better results in all the way of majority decision.

With the help of observers in each subgroup, it will be possible to refine the analysis and draw a number of reflections on the conditions for the effectiveness of group work.

Imagine...

Your spaceship has just crash-landed on the lighted surface of the moon. You were scheduled to rendezvous with a mother ship 200 miles away, also on the lighted side of the moon, but the rough landing has ruined your ship and destroyed all the equipment on board, except for the 15 items listed below.

Your crew's survival depends on reaching the mother ship, so you must choose the most critical items available for the 200-mile trip. Your task is to rank the 15 items according to their importance in allowing your crew to survive the 200-mile journey to the mother ship.

1. <u>Individual work</u>

In the column titled "Your Rank," place the number 1 by the most important item, and then number 2 by the second most important item, and so on through to number 15, the least important. You have TEN minutes to complete the decision sheet.

1. Group work

Your task is to reach a consensus ranking of the 15 items needed to survive the journey to the mother ship 200



learning for entrepreneurship

miles away. This means that the ranking for each of the 15 items should be agreed upon by each member of the group before it becomes a part of the group's decision. Here are some guides to use in reaching consensus:

- Don't argue stubbornly for your own point of view just because it is yours.
 Listen to other members of the group and be willing to change your views on the basis of reason and logic.
- 2. On the other hand, don't change your mind simply to avoid disagreement. Seek
- out differences of opinion and try to get every member involved in the decision-making process. The more information you have the better chance you will have of making a good decision.
- 3. Avoid such techniques as majority vote, averaging, flipping coins, and bargaining.

After your group has reached consensus on how to rank the 15 items, fill in the "Group Rank" column below. You have 45 minutes to complete this phase of the exercise.



Paper and pen and enough space to work in sub-groups

Equipment list (see below)





Equipment

- First aid set
- parachute silk (or nylon)
- · compact heating device
- emergency rations (food)
- magnetic compass
- nylon rope
- two handguns
- self-inflating life raft
- oxygen container
- · signal flare
- · map of the moon
- matches
- 20 liters of water
- · powdered milk
- radio transmitter (send/receive)

suggested "correct" solution

This solution was (allegedly) presented by specialists of the NASA.

- 1. oxygen
 - necessary to survive
- 2. drinking water important to survive
- 3. map of the moon Important for navigation
- 4. emergency rations
 - Food is important for the body, but less so than oxygen and water
- radio transmitter
 - Might allow communication with the rescue craft
- 6. nylon rope





several possible appliances (pulling equipment, climbing, etc.)
7. first aid set
important in case of an emergency
8. parachute silk
can be used as sun protection (remember, there is no atmosphere on the moon)
9. self-inflating life raft
CO2 containers might be useful for propulsion
10. signal flare
might be used to alert other astronauts
11.handguns
might be used for propulsion
12. powdered milk
nourishment
13. heating device
not necessary on the sun-facing side of the sun (but it will get night sometime)
14. magnetic compass
does not work on the moon, there is no magnetic field
15. matches
do not work on the moon, there is no oxygen
do not work on the moon, there is no oxygen

Method title	Team Potential
Aims	To become aware of the team potential and the possibilities that a joint effort can bring.
Learning outcome	Evaluate how others influence own's decisions and vice-versa Constructively criticize the key aspects of the achieved results by a team/ group and vice versa





	Work cooperatively with colleagues, cooperation partners / and / or potential customers from different cultural backgrounds towards the achievement of results
Description	Time estimation for the exercise/method: 30-90 minutes Part 1 The learners work in groups of 4. They draw a big circle on a sheet of paper and then small circles with some common areas. Then they write down the characteristics which are unique for them and the ones that some of the team members share. They think how they can contribute to the team's potential and in what way the team can get stronger because of their unique characteristics. Part 2 The learners think of one service they could provide or a product they could develop. They try to choose their individual features which can contribute to this particular product / service. Part 3 They present the ideas to the group and get feedback. They also provide feedback to other groups.
links / material	Big sheets of paper Markers

Method title	Selecting Pictures
Aims	Change the perspective and see things through different eyes Be able to talk about the results in a group
Learning outcome	Constructively criticize the key aspects of the achieved results by a team/group and vice versa
Description	Time estimation for the exercise/method: 2 hours Individually • Each one selects an image that you like to associate your dream career/future. Tell the others why you chose that picture.





	 Shared reflection in group: Are there any common denominators between our images or do they differ significantly? Insert the pictures on a large piece of paper to keep it for the remaining training. Use the common image for tuning the meantime Are the pictures still relevant? Something new that come to or something that is no longer? Why in that case? We have got other pictures / perspective during exercise? By that we learned new or learned about, that is, it was not as we first thought.
links / material	Paper and pen and enough space to work in sub-groups

Method title	Praise, Criticism, or Feedback
Aims	Help participants determine the differences between criticism, praise, and feedback – not only how to offer it, but how to receive it as well.
Learning outcome	Constructively criticize the key aspects of the achieved results by a team/group and vice versa
Description	Time estimation for the exercise/method: <30 minutes
	Discuss the difference between praise, criticism, and feedback and ask participants for examples of each. • Praise: an expression of approval • Criticism: an expression of disapproval based on perceived mistakes or faults

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• Feedback: information about a person's performance of a task – used primarily as a basis for improvement

Divide the group into pairs of two. Read the following statements aloud – one at a time. It is suggested that the facilitator use different voice tones to truly help participants differentiate the intended meaning of each sentence (which, by the way, can certainly vary).

After each statement, give each pair 10 seconds to decide whether the statement is criticism, praise, or feedback.

Someone from each team should hold up the card that represents a collective decision.

- 1. Mr. Jones told me how much he appreciated your thank you note after the job interview. He thought it was a great personal touch.
- 2. Your desk is such a mess. Are you sure you are not trying to grow your own paper?
- 3. I noticed that you've been coming in late the last couple of days.
- 4. How many times do I have to tell you how to file these documents?
- 5. You look great today.
- 6. It would work better for me if I could explain my version of the story out loud before you ask questions.
- 7. You've improved a lot this week.
- 8. I found it difficult to evaluate this resume because it was messy.
- 9. I liked it much better when we got to choose the projects instead of being assigned to one.

With the larger group, discuss the different ways people may react or respond differently to praise, criticism, and feedback. It is inevitable that we will all receive criticism at some point on the job, and the way in which we respond can impact our own attitude and the attitudes of those with whom we work.

Discuss with the group how they, personally, respond differently to praise vs. feedback vs. criticism.

Conclusion

Take the opportunity to rephrase the way in which any of the above statements were made.

How might rephrasing get a different response or reaction?

If you had to make a rule for how you would like to receive feedback and criticism, what would that rule be?

Extension activity: How does it make you feel when others criticize the work you do? Are you able to respond to





	feedback differently? Think about a time when you criticized someone else. What happened? How did that situation ultimately make you feel?
links / material	One set of "Praise Criticism Feedback" cards for each group.

Method title	Card Pieces
Aims	Show team members others' perspectives. It builds communication and negotiation skills and helps develop empathy.
Learning outcome	Constructively criticize the key aspects of the achieved results by a team/group and vice versa
Description	In this activity, team members trade pieces of playing cards to put together complete cards. Instructions: 1. Cut each playing card into half diagonally, then in half diagonally again, so you have four triangular pieces for each card. 2. Mix all the pieces together and put equal numbers of cards into as many envelopes as you have teams. 3. Divide people up into teams of three or four. You need at least three teams. If you're short of people, teams of two will work just as well. 4. Give each team an envelope of playing card pieces. 5. Each team has three minutes to sort its pieces, determine which ones it needs to make complete cards, and develop a bargaining strategy.







	 6. After three minutes, allow the teams to start bartering for pieces. People can barter on their own or collectively with their team. Give the teams eight minutes to barter. 7. When the time is up, count each team's completed cards. Whichever team has the most wins the round. Follow-Up: After the activity, ask your team members to think about the strategies they used. Consider these questions: Which negotiation strategies worked? Which didn't? What could they have done better? What other skills, such as active listening or empathy, did they need to use?
links / material	Enough people for at least three teams of two. Playing cards – use between four and six for each person. A private room.

Method title	The sandwich method
Aims	To give constructive criticism The analogy with a sandwich is made because you wedge your criticism between an opening and an ending.
Learning outcome	Constructively criticize the key aspects of the achieved results by a team/group and vice versa
Description	Time estimation for the exercise/method: <30 min Your feedback process is broken down into 3 segments: 1. You start off by focusing on the strengths—what you like about the item in question. 2. Then, you provide the criticism—things you didn't like; the areas of improvement.





	3. Lastly, you round off the feedback with (a) a reiteration of the positive comments you gave at the beginning and (b) the positive results that can be expected if the criticism is acted upon.
links / material	NA







UNIT 3 Creative and critical thinking

Method title	Fact or Opinion
Aims	Allow participants to distinguish between arguments based on emotion and arguments based on facts.
Learning outcome	Distinguish between arguments based on emotion and arguments based on facts providing specific examples
Description	Time estimation for the exercise/method: 30 min Divide the group into pairs and ask them to answer a set of questions and determine if they are arguments based on emotions or facts. For each answer provided, the participants should add an explanation about their choice.
links / material	Fact or Opinion Do you always know fact from opinion? It's not so easy to do sometimes. Try to determine whether each statement sounds like a fact or an opinion, and discuss with a colleague. In order to accomplish this exercise, you must use trustworthy sources. • My mom is the best mom on earth. • My dad is taller than your dad. • My telephone number is difficult to memorize. • The deepest part of the ocean is 35,813 feet deep. • Dogs make better pets than turtles. • Smoking is bad for your health. • Eighty-five percent of all cases of lung cancer in Europe are caused by smoking. • One out of every hundred European citizens is colour blind. • Two out of ten European citizens are boring. You will probably find some of the statements easy to judge, but other statements difficult. If you can debate the truthfulness of a statement with your colleague, then it's probably an opinion!





Method title	Meet an entrepreneur
Aims	Learn about entrepreneurial spirit Learn about realization of ideas and visions Get information about dealing with challenges Develop a positive image of entrepreneurs
Learning outcome	Gather information before making decisions selecting the most relevant to solve a specific situation.
Description	Invite an entrepreneur to talk about their business to the group. The entrepreneur should have ran their business for a few years and be successful with it. They should be willing to talk openly about challenges, budgets, visions and experiences. Possible questions: How did you start? What was your first idea? What was/is your biggest success? What challenges did you face? How do you deal with failure? What experiences were essential for you? What is entrepreneurial spirit for you? What would you recommend the participants if they think about being an entrepreneur?
links / material	Available material in classroom





Method title	Who to trust?
Aims	Choose the most reliable sources of information. Explain and argue a choice
Learning outcome	Gather information before making decisions, selecting the most relevant to solve a specific situation
Description	Time estimation for the exercise/method: 1 hour
	Note the following situations, and specify each time whether the suggested sources of information seem reliable or not, explaining your choices
	 You wish to acquire the equipment necessary for the installation of an aquarium. A document you found on the Internet, which was produced by a specialty store A television documentary in which an aquarist made suggestions for those who wish to raise exotic fish Your friend François whose cousin knows someone who has an aquarium Looking for information on AIDS
	 a. A photocopy of a very interesting article, you don't know from which magazine b. The medical book that your parents have for 20 years c. An article in a journal for medicine, which was recommended by the father of your friend Beatrice who is a doctor
	3. The "engineer in aircraft construction" job interests you. You want to know the placement statistics a. A report recently published in a business magazine, which provides statistics in various fields b. Your aunt who says that everyone knows that there is no market in this area
	 c. The interview of the director of an engineering private school, who says that there is employment for those who choose these professions. After group discussion, clarify the points to which attention must be paid to whether a reliable source of information
links / material	Paper and pen



Method title	Cut the cake
Aims	This activity is a fun and also challenging way to end a session and also shows the value of collaboration of all participants to try and come up with a solution together and get a piece of the cake, by applying creative thinking and problem solving techniques
Learning outcome	Address problems in a systematic way through the resolution of practical cases. Learn from mistakes and failures identifying alternative pathways that could be used to solve a problem/situation
Description	Estimated time for the exercise/method: 30 minutes
	The trainer brings in a cake to celebrate the end of a successful session. Participants cannot eat it until they have cut it. They cannot make more than three cuts and they must divide the cake into eight pieces. After 5 minutes, if the solution has not been found, either allow each participant a second chance, or demonstrate the answer.
	Solution: cut the cake twice on top (once in either direction) and once horizontally through the middle. After finding the solution, more cuts should be added according to the total number of participants in the class room.
links / material	One cake and a cake knife





Method title	Mind mapping
Aims	Creative and critical thinking Problem solving in a systematic way
Learning outcome	Address problems in a systematic way through the resolution of practical cases-
Description	A mind map is a <u>diagram</u> used to visually organize information. A mind map is often created around a single concept, drawn as an image in the centre of a blank landscape page, to which associated representations of ideas such as images, words and parts of words are added. Major ideas are connected directly to the central concept, and other ideas branch out from those.
links / material	Paper and pen

Method title	Practical tips for solving a problem
Aims	Improve students' ability to face and find solution to problems.
Learning outcome	Address problems in a systematic way through the resolution of practical cases.
Description	Time estimation for the exercise/method: 30-90 min





	After reading the tips, the trainer propose a problem and students, divided in small groups, have to find different solutions keeping into consideration the tips given.
links / material	http://www.positivityblog.com/index.php/2007/07/02/16-practical-tips-for-solving-your-problems-more-easily/

Method title	The Risk taking game
Aims	Enable learners to demonstrate the skills needed to take calculated risks.
Learning outcome	Address problems in a systematic way through the resolution of practical cases.
Description	Time estimation for the exercise/method: 30-90 min Students have to throw paper balls in a basket from a distance. The closer the learner is to the basket the lower the score is if they target the basket. See video for instructions.
links / material	https://www.youtube.com/watch?v=rz1kzGdron0





Method title	The Dumbest Idea first
Aims	Explore creative responses for solving a problem
Learning outcome	Implement flexible and creative responses as techniques for exploring different options for solving a problem/situation
Description	Time estimation for the exercise/method: Approx. 30 minutes
	Present the group with a specific problem related with your subject module.
	For example, if the subject is basic natural sciences, the following problem can be asked to the group: "Where
	does the body "seek energy" to its vital functions and physical daily activity?"
	Hold a contest to get the dumbest idea out first. Encourage everyone to think of the absolute dumbest possible
	solutions to the problem.
	After you have a long list, go back through and see which ones may not be all that dumb.
links / material	A specific problem content related; Flipchart and markers

Method title	5 Whys
Aims	This simple technique can often quickly direct you to the root of the problem. When a problem occurs, you





	uncover its nature and source by asking ""why"" no fewer than five times.
Learning outcome	Address problems in a systematic way through the resolution of practical cases. Learn from mistakes and failures identifying alternative pathways that could be used to solve a problem/situation
Description	Time estimation for the exercise/method: 30 min
	Example: 5 Why
	Problem: Your client is refusing to pay for the leaflets you printed for them. 1. Why? The delivery was late, so the leaflets couldn't be used.
	2. Why? The job took longer than we anticipated.
	3. Why? We ran out of printer ink.
	4. Why? The ink was all used up on a big, last-minute order. 5. Why? We didn't have enough in stock, and we couldn't order it in quickly enough.
	Counter-measure: We need to find a supplier who can deliver ink at very short notice.
links / material	na

Method title	Invent a product
Aims	Use creativity Evaluate own capabilities and personal effectiveness Have fun





Learning outcome	Implement flexible and creative responses as techniques for exploring different options for solving a problem/situation.
Description	Time estimation for the exercise/method: 30-90 min Set the task for every participant to invent a product (something real or something imaginative) and prepare a presentation for the group in 10 minutes. Present it and discuss capabilities and effectiveness. What skills did you use? What was the biggest challenge? Having an idea? Finding a way to present it? What could you add, if there was more time? Possible addition: Use cards with pictures or words, the cards are distributed randomly and are used as the starting point for the inventing of a product.
links / material	Available material in classroom

Method title	Things around Us
Aims	For the learners to see the potential of business in everyday objects.
Learning outcome	Implement flexible and creative responses as techniques for exploring different options for solving a problem/situation Implement flexible and creative responses as techniques for exploring different options for solving a problem/situation



	Gather information before making decisions, selecting the most relevant to solve a specific situation
Description	Time estimation for the exercise/method: 30-90 min
	Part 1 - The learners choose one object from their surroundings. Working in groups of three they think about different stages of its production. They come up with the ideas what role they could have in a production and supply chain of this particular item/product.
	Part 2 - The learners come up with the ideas, they think what improvements they could make to this object (to make it more useful, cheaper, more beautiful etc)
	Part 3 - They present their objects and give a short presentation.
links / material	Everyday objects

Method title	Dealing with failure
Aims	Find different possibilities to deal with failure Realize the importance of learning steps Explore personal attitudes towards failure Discuss group pressure
Learning outcome	Develop and implement creative ideas to ensure the preparation/launching of entrepreneurial initiatives Work cooperatively with colleagues, cooperation partners and/or potential customers from different cultural backgrounds towards the achievement of results Evaluate how others influence own's decisions and vice-versa





	Constructively criticize the key aspects of the achieved results by a team/group and vice versa
Description	Time estimation for the exercise/method: 30-90 min
	As a trainer, set a task / play a game where the group is bound to fail. Let someone take notes on what happens in the group Discuss failure, overcoming frustration and anger and own abilities to succeed
	Possible games: Musical chairs: Players walk to music around a group of chairs containing one chair fewer than the number of players and rush to sit down when the music stops. The player left standing in each round is eliminated. Evaluate how the individuals feel, when there is no chair left for them.
	Chair game: Each person in the group takes her or his chair to the middle and the group forms a narrow circle with the chairs. Each person stands behind the chair and holds the chair on two chair-legs with one hand. The group is instructed: "Your goal is to move once around the circle back to your original position. You are only allowed to use one hand. Each chair must stay on two legs. As soon as a chair is back on four legs, the whole group starts again from the starting point."
	Next to a lot of fun this game evokes also a group process and discussions about leadership, inclusion and exclusion (there is always somebody who drops the chair more often). The solution is that the whole group must work together; otherwise this game can't be won. The faster the game is, the less the group is able to succeed.
	Eggs can fly: Groups of 3 – 4 people invent an egg-flying machine. They only have the provided material and a (very) restricted amount of time. Evaluate also the group process.
links / material	For Eggs can fly:
	1m cord 2 balloons





2 sheets of paper 2 sheets of carton 2 raw eggs 1 scissor 1m duct tape
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Method title	Blind Square
Aims	Solve problems in group dealing with mistakes and failures Develop team building skills
Learning outcome	Adjust own performance to unforeseen situations, by taking risks and consciously making decisions in face of a challenge Learn from mistakes and failures identifying alternative pathways that could be used to solve a problem/situation Implement autonomously self-motivation strategies while solving a problem/situation



Description	Time estimation for the exercise/method: Approx. 30 minutes
	Ask the group to form a circle and put the blindfolds on. Then each person picks up the rope, which has been
	tied into a circle. Everyone should be standing on the outside of the rope. Ask the group to change from the
	circle position into a square without giving them instructions on how to proceed. When they consider that they
	have accomplished the task, ask them to remove the blindfolds and check which shape they have
	accomplished.
	Discuss with them what went right and what went wrong (i.e. no planning before starting the task, more than
	one leader, no active listening, etc.)
	After the discussion, ask them to put on the blindfolds again and try to do a different shape (i.e. triangle, circle
	etc.)
links / material	one length of rope 50–100 feet long; blindfolds

Method title	The Spiderweb
Aims	Solve problems in group dealing with mistakes and failures
	Develop team building skills





Learning outcome	Adjust own performance to unforeseen situations, by taking risks and consciously making decisions in face of a challenge Learn from mistakes and failures identifying alternative pathways that could be used to solve a problem/situation Implement autonomously self-motivation strategies while solving a problem/situation
Description	Time estimation for the exercise/method: Approx.90 minutes
	This activity requires some construction before its application. A spider web will need to be built between two
	trees with about one hole in the web for each person in the group. Holes should be of varying sizes and heights.
	Make two groups that will be competing with each other.
	Each group will have to pass all their members through the web without anyone touching it. If a person does touch the web, they must restart that player.
links / material	Nylon cord, 2 trees ☺

Method title	Cross Cultural Employment
Aims	The learners will become aware of cultural differences and misunderstandings that can be caused.
Learning outcome	Develop and implement creative ideas to ensure the preparation/launching of entrepreneurial initiatives
Description	Time estimation for the exercise/method: 1,5 hour





	The learners work in groups of 4-5 people. They are faced with the following problem: "You are going to employ some people from a different cultural background. Think and write down all the difficulties that you think you may come across. Try to develop a plan which will minimize the risk of intercultural misunderstanding and will facilitate adaptation process". Consider the following: 1) Working time, public and religious holidays 2) Dress code 3) Addressing people 4) Language competence 5) Cuisine and meals 6) Attitude to time / punctuality 7) ICT competence 8) Employee- employer relationship 9) Potential training 10)Work-life balance, entertainment, bonus and incentives scheme Think of some areas that may cause trouble and try to prevent the trouble by taking appropriate measures. Present your solutions to other people.
links / material	Sheets of paper or Word document

Method title	The race
Aims	Define strategies Adapt strategy to match with environment Identify attitudes towards risk taking
Learning outcome	Develop and implement creative ideas to ensure the preparation/launching of entrepreneurial initiatives



made of the information contained therein



Description	Time estimation for the exercise/method: 1,5 hour
	Trainees are divided into subgroups (maximum three to four trainees per subgroup). A car race is organized between subgroups: it will be represented by a distance of 23 points on a paperboard; the group that reaches the arrival first will win. Each subgroup, after discussion, will pick a card in 4 piles of 10 cards that represent different strategies: 1st pile: 5 cards "+1" and 5 cards "+2" 2nd pile: 6 cards "+3" and 4 cards "-1" 3rd pile: 4 cards "+6" and 6 cards "-1" 4th pile: 1 card "+18" and 9 cards "-1" (<i>Trainees are aware of the composition of the piles, which are remixed after each choice</i>) Several races could be done. The game takes place without intervention of the trainer: he has to look at strategies used, changes in strategies or not, in order to feed the debriefing.
links / material	40 cards: 1x "+18", 4x "+6", 6x "+3", 5x "+2", 5x "+1", 19x "-1" Paperboard

Method title	The time matrix
Aims	To evaluate the work done during the training sessions
Learning outcome	Develop and implement creative ideas to ensure the preparation/launching of entrepreneurial initiatives

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Description	Time estimation for the exercise/method: Half day
	There is a matrix divided in 4 columns: 1935 – 1975 – 2016 and Future for groups of adults. For groups with youngsters, you can use 1985 – 2005, 2016 and future. Subgroups have to describe how they were and how will be: writing, phones, music consumption and work.
	After the analysis of the matrix of the time, there will be a list with the challenges demanded by the new situation. Those challenges make us discover that we are inside a new paradigm and the main question to be answered is which attitudes/abilities must be developed to adapt to this new paradigm that will be called entrepreneurial spirit. At the end, there will be a list of competences, contents and skills to develop the entrepreneurial spirit.
links / material	Paper and pens (if needed, computer and internet access)

Method title	Personal experiences of failure
Learning outcome	Learn from mistakes and failures identifying alternative pathways that could be used to solve a problem/situation.
Aims	Find personal experiences of failure and the lessons learned
Description	Time estimation for the exercise/method: 30-90 minutes Form small groups of 3 – 4 people Every person tells a short story about a "failure": challenges, that couldn't be met; visions and dreams, that didn't come true; relationships that ended; business plans that failed Ask these questions: What was the worst part in this experience? What was the best part in this experience?

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	What did I learn for the future? Reflect the lessons learned first in the small groups and then shortly together in the whole group. Present the following model of success "How to be great" (source unknown from the Internet) To be great also means to go through these steps the first one is wonderful, it seems, that everything is possible, already the second step is a bit demotivating, in the third you are not sure any more, in the fourth you lose the rest of your self-confidence, in the fifth you are nearly quitting But the most important step is the sixth: you move on! There is no success without all the steps in between. 1. Excitement - Getting started, living the fantasy 2. Realization - Losing, getting embarrassed, and realizing you're not as good as you thought 3. Fatigue - Getting tired, mentally and physically 4. Insecurity - Self-doubt, damaged confidence 5. Quitting - Slowed progress, not getting any better, skipping 6. Move on - Failure is the beginning (of greatness), not the end Reflect the steps and compare them with your own stories of success and failure. Where did you give up? For the future: On which step do you know to move on now?
links / material	NA

Method title	Business Model Canvas
Aims	Be inspired to plan your business (ad) venture creatively but without forgetting any of the basic points. Learn to see in a simple way the connections between the different stages and elements of your project.
Learning outcome	Gather information before making decisions selecting the most relevant to solve a specific situation Develop and implement creative ideas to ensure the preparation / launching of entrepreneurial initiatives
Description	TheBusiness Model Canvas is a one page overview that lays out both what you do (or want to do), and how you go about doing it; enabling structured conversations around management and strategy by laying out the crucial activities and challenges involved with your initiative and how they relate to each other. This visual format, first introduced by Osterwalder and Pigneur, is useful for both existing and new organisations and businesses.







	Existing programmes can develop new initiatives and identify opportunities while becoming more efficient by illustrating potential trade-offs and aligning activities. New programmes can use it to plan and work out how to make their offering real.
links / material	Business Model Canvas
	https://www.youtube.com/watch?v=OoshJr_cEgY
	http://www.businessmodelcompetition.com/business-model-canvas.html
	http://www.businessmodelgeneration.com/canvas/bmc
	http://plataformac.com/
	http://camaleones.org/
	Simon Sinek 'Great leaders inspire action'
	http://www.ted.com/talk /simon_sinek_how_great_leaders_inspire_action?language=es

Method title	Individual Action Plan
Aims	Define individual SMART goals and actions to reach these goals, Understand the importance and learn how to reflect on action plans and adapt accordingly.
Learning outcome	Learn from mistakes and failures identifying alternative pathways that could be used to solve a problem/situation.
Description	Time estimation for the exercise/method: 45-60 min
	The group discusses why it is important to have individual action plans and what SMART goals are. Each learner is given an action plan that they can use to develop personally and professionally. The action plan is designed to be specific, measurable, achievable, realistic and time bound.





	Each learner is given time to complete SMART (Small, Measurable, Achievable, Realistic and Time bound) objectives for themselves. The whole group discusses how and when these action plans should be reviewed and different methods of reflection Each learner will agree with the trainer the review timetable and how they are going to review their action plans. The action plan is a live document and will be updated at critical points to support the individual
links / material	Action plan with small, measurable, achievable, realistic and time bound actions.

