

## Welcome to the E.A.S.I.P. COMP entrepreneurial course

This E.A.S.I.P. COMP online entrepreneurial course is designed as a learning material for university teachers, entrepreneurial trainers and other professionals who work with students and young adults. The course was designed with the purpose to encourage a broader understanding of entrepreneurship as a transversal competence and a proactivity of students also through an experiential learning. When developing the course, partners were guided by the EntreComp definition of entrepreneurship: *“Entrepreneurship is when you act upon opportunities and ideas and transform them into value for others. The value that is created can be financial, cultural, or social”*.

Teachers and trainers can use the experiential methods and tools of the course to teach their students to develop and start implementing their business or project ideas with the use of the business model canvas. It encourages the development of an entrepreneurial mindset, not only the acquisition of the core business knowledge. Students have the opportunity to develop or strengthen a variety of the EntreComp competencies (see the photo below) that can then be applied not only in entrepreneurial endeavours and for starting a business, but also in other spheres of life by focusing on value creation. In turn, this also enables young people to enter the world of work and job market as more qualified employees or as a self-employed person, an entrepreneur. Young people have the potential to successfully solve current and future challenges in the world. And one important role of teachers and trainers is to provide assistance and guidance based on a practical, experiential approach.

This course was developed within the scope of the project E.A.S.I.P. COMP – Increasing entrepreneurial competences of students through a practical approach”. The methodology, practical activities and didactical material for teaching entrepreneurship were tested and validated at the train-the-trainers entrepreneurial training, led by STEP Institute in November 2021 in Slovenia.

**It is prepared in two parts:** one is intended for the teachers and trainers to get information and insight into the course topics and practical activities, the other is prepared in a way that it can be used by students to learn theoretical concepts as well as do practical assignments, especially if these are also done online (in case the face-to-face learning process is not possible).

The course is free and open to self enrol by clicking on the "Join This Course" button.

# Course Design

## Course design

The course encourages a blended-learning approach – a combination of **individual online learning** (students prepare for the session at home using this online platform or by receiving the learning materials by teacher in other format) and **face-to-face learning in the classroom** (students learn through practical and experiential activities and by working mostly in pairs and small groups).

In case that face-to-face learning is not possible, the entire course can be implemented also online, but in this case, the teacher needs to adapt the implementation of the practical activities so they can still be carried out in an interactive and practical way.

**The course consists of 12 sessions that cover 30 pedagogical hours of learning and coherently follow one another** and provide teachers and trainers a holistic and rounded framework with specific contents and activities with which they can teach entrepreneurship and guide students on their path of developing entrepreneurial (EntrepComp) competencies. If the course is completed as a whole it enables students to develop a business model canvas for their own project or business ideas. It is important to emphasize that the course is definitely not intended to direct students to build only business ideas (e. g. for a start-up company), but to develop ideas for different projects (either entrepreneurial, social, volunteer, green, community etc.) with the use of the business model canvas. Moreover, each session (or even an activity) can also be used on its own, e. g. as part of another course or subject. Teachers and trainers have the freedom to use the course and specific sessions as they find fit having in mind their own subjects and teaching process.

Every session consists of the introduction and theoretical basis of the core topic, practical activities and additional examples/information/resources. The first theoretical part of each session can be studied by students individually at home (*of course it can also be delivered in the classroom if the time enables the teacher to do so*). In the classroom, the teacher can then check the students' understanding of the contents and provide additional explanation of the core topic (or connect it with the topic of his/her specific subject). In the main part of the classroom session, practical activities are implemented and students are guided through the development of their own project/business ideas with the use of the business model canvas as the main tool. It is encouraged that students work in pairs or small groups. Also, in some sessions students are encouraged to do practical activities outside the classroom, in the "real world" (e. g. conduct

interviews with entrepreneurs or observe a specific group of people in order to prepare an empathy map). In this case, students then present their findings in the next session in the classroom and the teachers (as well as other students) gives feedback and provides additional information. It is important that the teacher facilitates reflection through questions and focusing students' attention on different aspects of the topic. The reflection should be included in all parts of the sessions. The teacher can of course give students additional literature to review, as well as assignments, homework or practical activities.

✓ Published

 Edit



## Intro to Lolli

[Jon Harman](#)

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29 Dec 2021 at 21:27

Welcome to Lolli's World



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