

Joint development, piloting and validation of entrepreneurial mindset and key skills curricula and training materials for third countries



Entrepreneurial Mindset and Key Skills for All

ENTRECOMP CURRICULUM: 1.4 VALUING IDEAS – METHODOLOGICAL TOOLS

TASK ID AND TITLE 2.2: JOINT DEVELOPMENT OF THE CURRICULA AND TRAINING MATERIALS FOR ENTRECOMP

PARTNER RESPONSIBLE FOR THIS ACTIVITY: MMC MEDITERRANEAN MANAGEMENT CENTER LTD

PROJECT MAIN DETAILS

Programme:	Erasmus+
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COORDINATED BY



PROJECT PARTNERS



Jordan Youth Innovation Forum
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SUMMARY OF THE METHODOLOGICAL TOOLS


Competence Code and Title	1.4 Valuing ideas
Entercomp Area	1 Ideas and Opportunities
Learning Outcome Numbers and Titles	<ol style="list-style-type: none"> 1. Describe and discern the multifaceted value of ideas across social, cultural, and economic domains. 2. Develop creative and critical thinking to optimize idea value. 3. Apply critical analysis to assess the multifaceted value of ideas and demonstrate ethical awareness in valuation. 4. Cultivate an entrepreneurial mindset for innovative leveraging.

Methodological tool Type	Number of Methodological tools
<input checked="" type="checkbox"/> Lecture (compulsory)	1
<input type="checkbox"/> Open-ended questions	
<input type="checkbox"/> Closed questions	
<input type="checkbox"/> Individual Exercise	
<input type="checkbox"/> Role play	
<input type="checkbox"/> Experiential workshop	
<input checked="" type="checkbox"/> Group discussion	1
<input type="checkbox"/> Brainstorming	

<input checked="" type="checkbox"/> Group Exercise	3
<input type="checkbox"/> Other (Please indicate): Case Studies	2
Total Number of methodological tools:	7

COMPULSORY METHODOLOGICAL TOOLS


1. POWER POINT PRESENTATION

Code of methodological tool	1.4_1 PowerPoint Presentation on Valuing Ideas
Competence Code and Title	1.4 Valuing Ideas
LO codes and titles	<ol style="list-style-type: none"> 1. Describe and discern the multifaceted value of ideas across social, cultural, and economic domains. 2. Develop creative and critical thinking to optimize idea value. 3. Apply critical analysis to assess the multifaceted value of ideas and demonstrate ethical awareness in valuation. 4. Cultivate an entrepreneurial mindset for innovative leveraging.
Aim of the methodological tool	Lecture
Hints and tips for the trainer	✓ Refer to the MT tools before starting with the allocated slides on the PowerPoint presentation.
Attachment/s for the usage of the Methodological tool	 TrainMatEntre_1.4_Final.pptx

ADDITIONAL METHODOLOGICAL TOOLS

1. GROUP DISCUSSION

Code of the methodological tool	MT1.4_1 Exploring Workshop Expectations
Competence Code and Title	1.4 Valuing Ideas
LO codes and titles	1. Describe and discern the multifaceted value of ideas across social, cultural, and economic domains.
Aim of the methodological tool	Discussing in groups and exchanging ideas.
Instructions and Hints & Tips for the trainer	<ul style="list-style-type: none"> ✓ Divide the participants into small groups (3-5 participants per group). ✓ Provide each group with a list of discussion prompts. These prompts can include: <ul style="list-style-type: none"> - Share your name, a brief background, and one thing you hope to gain from this workshop. - Discuss which of the workshop objectives resonates with you the most and why. - Reflect on the statement, "Today, we'll explore the basics of idea valuation, critical thinking, and cultivating an entrepreneurial mindset." How do you interpret this statement, and what interests you most about these topics? ✓ Give the groups a designated amount of time (e.g., 15-20 minutes) to engage in the discussion. ✓ After the discussion, invite each group to share a summary of their conversations with the larger group. This can be done through a designated spokesperson or by asking each group to present their key takeaways.

	✓ As participants share their thoughts and expectations, encourage open dialogue, and offer brief insights or comments to further engage the group.
Attachment/s for the usage of the Methodological tool	 MT1.4_1 Exploring Workshop Expectations


2. GROUP EXERCISE

Code of the methodological tool	MT1.4_2 Matrix
Competence Code and Title	1.4 Valuing Ideas
LO codes and titles	<ol style="list-style-type: none"> 1. Describe and discern the multifaceted value of ideas across social, cultural, and economic domains. 2. Apply critical analysis to assess the multifaceted value of ideas and demonstrate ethical awareness in valuation.
Aim of the methodological tool	Exercising in groups, including group discussion and presentation of results.
Instructions and Hints & Tips for the trainer	<ul style="list-style-type: none"> ✓ Divide participants into small groups. ✓ Provide each group with a set of simplified ideas (2-3 ideas per group). <ul style="list-style-type: none"> • Community Garden App: <ul style="list-style-type: none"> - Description: An app that connects community members interested in gardening, facilitating the sharing of gardening tips, resources, and produce. • Solar-Powered Portable Charger: <ul style="list-style-type: none"> - Description: A portable device that harnesses solar energy to charge electronic devices, promoting eco-friendly and sustainable energy use. • Mental Health Support Chatbot:

- Description: A chatbot designed to provide mental health support, offering a confidential space for users to discuss their feelings and receive guidance.
- **Local Artisan Marketplace:**
 - Description: An online platform that promotes and sells handmade products from local artisans, fostering community connections and supporting small businesses.
- **Fitness Gamification App:**
 - Description: An app that gamifies fitness routines, turning workouts into interactive and engaging experiences, suitable for all fitness levels.
- **Water Conservation Device:**
 - Description: A device that monitors and optimizes water usage in households, contributing to water conservation efforts and reducing wastage.
- **Language Learning Board Game:**
 - Description: A board game designed for language learning, making the process enjoyable and interactive for individuals of all ages.
- **Virtual Reality Historical Tours:**
 - Description: Virtual reality tours that immerse users in historical events and locations, providing an educational and immersive experience.
- **Sustainable Fashion Subscription Box:**
 - Description: A subscription service that delivers sustainably produced clothing items to subscribers, promoting environmentally conscious fashion choices.
- **AI-Powered Personalized Recipe App:**
 - Description: An app that uses artificial intelligence to analyze users' preferences and dietary restrictions, providing personalized recipe recommendations.


✓ Ask each group to create a matrix with criteria for evaluation (e.g., feasibility, social impact, cultural alignment, individual benefit).

	AI-Powered Personalized Recipe App	Sustainable Fashion	Virtual Reality
Criteria			

			Subscription Box	Historical Tours
	Feasibility			
	Social Impact			
	Cultural Alignment			
	Individual Benefit			
	<ul style="list-style-type: none"> ✓ Have the groups score and rank each idea based on the established criteria. ✓ Encourage discussion within the groups to reach a consensus on the valuation of each idea. ✓ Have each group present their matrix, findings, and rationale for their evaluations. 			
Attachment/s for the usage of the Methodological tool		 MT1.4_2 Matrix.pdf		


3. CASE STUDY

Code of the methodological tool	MT1.4.3 Case Studies
Competence Code and Title	1.4 Valuing Ideas
LO codes and titles	1. Apply critical analysis to assess the multifaceted value of ideas and demonstrate ethical awareness in valuation.
Aim of the methodological tool	Study of cases, including group discussion and presentation of results.

Instructions and Hints & Tips for the trainer	<ul style="list-style-type: none"> ✓ Pair up participants or assign pairs. ✓ Provide each pair with a simple case study that illustrates the journey of an idea from concept to impact (e.g., a case study of a successful startup, a social project, or an innovative product). ✓ Instruct each pair to read and analyze the case study. ✓ Ask them to discuss the following aspects: the origin of the idea, the challenges faced, the innovation involved, the impact on society or the market, and any ethical considerations. ✓ Each pair will present a brief summary of the case study and share their insights with the larger group.
Attachment/s for the usage of the Methodological tool	 MT1.4_3 Case Studies.pdf


4. GROUP EXERCISE

Code of the methodological tool	MT1.4_4 Improving Workplace Collaboration
Competence Code and Title	1.4 Valuing Ideas
LO codes and titles	1. Develop creative and critical thinking to optimize idea value.
Aim of the methodological tool	Exercising in groups, including brainstorming and presentation of results.
Instructions and Hints & Tips for the trainer	<ul style="list-style-type: none"> ✓ Divide participants into small groups (3-5 members per group).

	<ul style="list-style-type: none"> ✓ Present the topic: "How can we improve workplace collaboration within our organization?" ✓ Set a time limit (e.g., 15 minutes) for each group to brainstorm ideas. ✓ Encourage participants to generate as many ideas as possible without critiquing them during this initial phase. ✓ After the brainstorming session, each group will share their ideas with the larger group. ✓ As a facilitator, guide a discussion to evaluate and refine the ideas based on the criteria learned earlier, such as feasibility, impact, and innovation.
Attachment/s for the usage of the Methodological tool	 MT1.4.4 Improving Workplace Collaborat


5. GROUP EXERCISE

Code of the methodological tool	MT1.4_5 Reverse Storytelling
Competence Code and Title	1.4 Valuing Ideas
LO codes and titles	<ol style="list-style-type: none"> 1. Develop creative and critical thinking to optimize idea value. 2. Cultivate an entrepreneurial mindset for innovative leveraging.
Aim of the methodological tool	Exercising in groups with the use of reverse storytelling in the form of role playing.
Instructions and Hints & Tips for the trainer	<ul style="list-style-type: none"> ✓ Ask participants to form pairs.

	<ul style="list-style-type: none"> ✓ Each pair will select a common object (e.g., a bicycle, a coffee mug, a smartphone) or a simple concept (e.g., time, communication) as their starting point. ✓ Instruct one participant in each pair to create a story about how that object or concept was invented or came into existence. The catch is that the story should be entirely fictional, humorous, and imaginative. ✓ The other participant's task is to listen to the story and, as the story progresses, try to reverse engineer the actual purpose or origin of the object or concept. ✓ After both participants have a turn, they will discuss the exercise and share insights into how creative thinking and a playful approach can lead to innovative ideas.
Attachment/s for the usage of the Methodological tool	 MT1.4_5 Reverse Storytelling.pdf

6. CASE STUDY

Code of the methodological tool	MT1.4_6
Competence Code and Title	1.4 Valuing Ideas
LO codes and titles	<ol style="list-style-type: none"> 1. Apply critical analysis to assess the multifaceted value of ideas and demonstrate ethical awareness in valuation. 2. Cultivate an entrepreneurial mindset for innovative leveraging.
Aim of the methodological tool	<p>Study of cases.</p> <p>The aim of this section is to transition from theoretical concepts to practical application. Gain a deeper understanding of how idea evaluation works in real-world settings, learn from best practices,</p>

	and practice evaluation skills. The group discussions provide an opportunity for collaborative learning and peer feedback, enhancing participants' ability to assess ideas effectively.
Instructions and Hints & Tips for the trainer	<p>To reinforce the learning, participants will engage in practical scenarios where they evaluate sample ideas using the techniques and criteria discussed. This hands-on element involves:</p> <ul style="list-style-type: none"> • Practical Scenarios: Participants will be presented with hypothetical or simplified scenarios and ideas to evaluate. They'll apply the evaluation techniques and criteria they've learned. • Group Discussions: After individual evaluations, participants will come together in groups to discuss their assessments. This fosters peer learning and the exchange of diverse viewpoints. • Feedback: The facilitator can provide feedback and guidance to participants based on their evaluations, helping them refine their skills.
Attachment/s for the usage of the Methodological tool	 <p>MT1.4_6 Case Studies.pdf</p>

General Guidelines (for the Trainer)
<i>Make sure the medium of communication is set and active (microphones, headphones, stable Internet connection) for online sessions, and (pens, notebooks, board) for physical sessions.</i>
Instructions (for the Participants)
<i>Follow the instructions of each activity closely.</i>
Person Responsible for Each Task (allocation of work, if applicable)
<i>Trainer to explain tasks at start of each activity.</i>
Estimated Duration
<i>Depending on the complexity of the activity.</i>
Materials
<i>Depending on the activity. See also activity attachments, if applicable.</i>
Guidelines
<i>Because the activities are long, most of the instructions for the trainer are embedded in the attached PowerPoint presentation.</i>
Debriefing Question 1
<i>After each activity, get participants to feed back to the group on how the activity made them feel.</i>
Comments from Facilitator

The workshop is supported by the attached PowerPoint presentation, which is used as a structure for the session. There are notes in the Notes' section of the PowerPoint presentation to support the trainer in all aspects of delivery.