



# START-DSP ENTRECOMP INTEGRATION CANVAS

\* Note to manage waste please print this document in greyscale or black and white rather than in colour. Please print on both sides of the paper (duplex) and if you can print multiple slides or pages on one page.

[www.start-dsp.eu](http://www.start-dsp.eu)

This resource is licensed  
under CC BY 4.0



Co-funded by  
the European Union

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or Deutscher Akademischer Austauschdienst e.V., Nationale Agentur für Erasmus+ Hochschulzusammenarbeit. Neither the European Union nor the granting authority can be held responsible for them.

# A Simple Guide for Educators

## What is EntreComp Integration Canvas?

**The EntreComp Integration Canvas is a tool to help teachers plan courses that include entrepreneurial skills, based on the European EntreComp framework.** These skills include things like creativity, teamwork, problem-solving, and turning ideas into action. The Canvas helps you see all parts of your course in one place, from learning goals to teaching methods and assessment.

## How to use it?

**Use the Canvas together with the Course Design Cards (1 and 2).** Go through each section of the Canvas (Analysis, Impact, Design, Execution) and use the Cards to guide your thinking.

The Cards have helpful questions and ideas for each part. Work alone or in a small team, and write your ideas directly onto the Canvas. Once completed, the Canvas will support you in designing or improving your course.

## Example:

An engineering teacher wants students to work on real-world sustainability problems.

They fill out the Canvas by choosing Project-Based Learning, defining clear outcomes, and focusing on skills like Creativity and Ethical Thinking. The students work in teams to design green solutions for the campus.

At the end, they present their ideas and receive feedback, building real entrepreneurial experience.

# CANVAS

## Analysis

Course Environment

## Impact

External Impact

Impact on Student EntreComp Competencies

## Design

Teaching Methodologies

Evidence of Student Learning

Learning Outcomes Assessment

## Execution

Resources

Journey and Checkpoints

Engagement & Support Systems

Monitoring and Feedback