Spotting Opportunities

Ideas and opportunities

Use your imagination and abilities to identify opportunities for creating value

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Creativity

Ideas and opportunities

Develop creative and purposeful ideas

Vision

Ideas and opportunities

Work towards your vision of the future

Valuing Ideas

Ideas and opportunities

Make the most of ideas and opportunities

Impact Design

Impact on Student EntreComp Competencies

Ethical and Sustainable Thinking

Ideas and opportunities

Assess the consequences and impact of ideas, opportunities and actions

Self-awareness and Self-efficacy

Resources

Believe in yourself and keep developing

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Motivation and Perseverance

Resources

Stay focused and don't give up

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Mobilizing Resources

Resources

Gather and manage the resources you need

Financial and Economic Literacy

Resources

Develop financial and economic know how

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Mobilizing Others

Resources

Inspire, enthuse and get others on board

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Impact on Student EntreComp Competencies

Taking the Initiative

Into Action

Go for it

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Impact on Student EntreComp Competencies

Planning and Management

Into Action
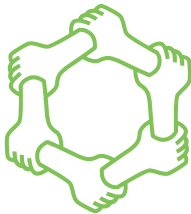
Prioritize, organize and follow-up

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RISK

Coping with Uncertainty, Ambiguity and Risk

Into Action

Make decisions dealing with uncertainty, ambiguity and risk
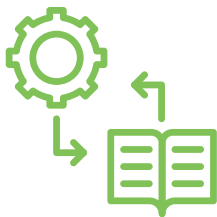
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Impact Design

Working with Others

Into Action

**Team up, collaborate
and network**

Impact Design

Impact on Student EntreComp Competencies

Learning Through Experience

Into Action

Learn by doing

Evidence of Student Learning

What are the elements that will contribute to the evidence of the student learning? How will you collect evidence of student learning? Which tools will you use to do it?

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Skill Assessments and Tests

Standardized tests, quizzes, and exams (both formative and summative) to assess specific knowledge or skills related to the course content.

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Learning Outcomes Assessment

Portfolios

Collecting samples of a student's work over time, such as projects, assignments, and reflections, provides a comprehensive view of their growth and competence.
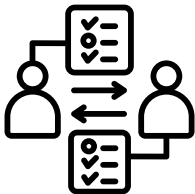
Self–Assessments and Reflections

Asking students to evaluate their own skills or understanding through structured reflection exercises, checklists, or questionnaires.

Peer Assessments

Having students assess each others work, which can reveal competence levels while developing collaborative and evaluative skills.

Observations and Anecdotal Records

Instructors observing students in class or group activities, noting behaviors and interactions that demonstrate competence.

Project-Based Assessments and Practical Exams

Observing students performing tasks in real-world or simulated settings to evaluate their ability to apply knowledge and skills practically.
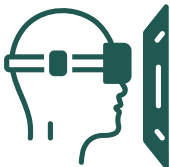
Learning Outcomes Assessment

Interviews and Oral Examinations

One-on-one discussions or oral exams where students explain concepts or solutions, providing insights into their reasoning and level of competence.

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Scenario–Based Questions, Simulations and Case Studies

Presenting students with (realistic) scenarios or case studies, allowing for practical assessment of competencies in a controlled setting.

Design

Teaching Methodologies

Lecture-Based Learning
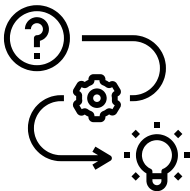
Instructor-led sessions focusing on delivering content and key concepts.

Discussion-Based Learning

Facilitated conversations that allow students to engage with the material and each other.

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Problem-Based Learning

Students learn by solving complex, real-world problems.

Teaching Methodologies
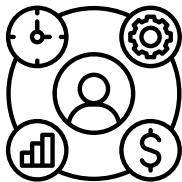
Case-Based Learning

Using case studies to analyze real or simulated situations to apply theoretical knowledge.

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Teaching Methodologies

Project-Based Learning

Students work on long-term projects
that integrate multiple skills
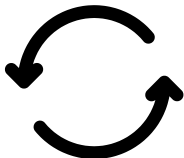and knowledge areas.

Experiential Learning

Hands-on activities that allow students to learn through experience, such as labs, fieldwork, or simulations.

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Teaching Methodologies

Flipped Classroom

Students learn content independently before class, using in-class time for hands-on activities.

Teaching Methodologies

Gamified Learning

Using game elements, such as points, levels, and rewards, to enhance engagement and motivation.
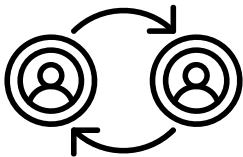
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Teaching Methodologies

Role-Playing and Simulations

Students take on roles or participate in simulations to understand perspectives and practice skills.
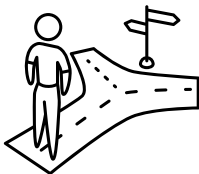
Peer Teaching and Peer Assessment

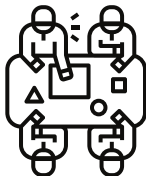Students teach each other and provide feedback, reinforcing their understanding.

Self-Directed Learning

Learners set goals and independently navigate their learning journey with minimal instructor intervention.

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Work-Based Learning

Integrating academic learning with work experiences relevant to the field.

Field Trips and Site Visits

Hands−on learning experiences outside the classroom to reinforce concepts.

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