

Enterprise, Entrepreneurship and Innovation teaching practices: A business subject perspective

Dr Simon Best

Outcomes

- Learning about enterprise, entrepreneurship and innovation needs to be embedded, not bolted on
- Education system needs to create knowledge harvesters not knowledge retainers
- Flexibility and adaptability are crucial to develop enterprising, entrepreneurial and innovative behaviours
- Learning from experience, including the experience of learning is vital

Enterprise, Entrepreneurship and Innovation

- Enterprise is the generation and application of ideas, which are set within practical situations during a project or undertaking
- Enterprise is the application of enterprise behaviours, attributes and competencies into the creation of cultural, social or economic value
- Innovation is a change to a process or object that give enhanced values to the creator.

Entrepreneurial areas of competencies

- Ideas and opportunities
- Resources
- In to action

Ideas and opportunities

Competences	Hints	Descriptors
Spotting opportunities	Use your imagination and abilities to identify opportunities for creating value	Identify and seize opportunities to create value by exploring the social, cultural and economic landscape Identify needs and challenges that need to be met Establish new connections and bring together scattered elements of the landscape to create opportunities to create value
Creativity	Develop creative and purposeful ideas	Develop several ideas and opportunities to create value, including better solutions to existing and new challenges Explore and experiment with innovative approaches Combine knowledge and resources to achieve valuable effects
Valuing ideas	Make the most of ideas and opportunities	Judge what value is in social, cultural and economic terms Recognise the potential an idea has for creating value and identify suitable ways of making the most out of it

Resources

Competences	Hints	Descriptors
Self-awareness and self-efficacy	Believe in your-self and keep developing	Reflect on your needs, aspirations and wants in the short, medium and long term Identify and assess your individual and group strengths and weaknesses Believe in your ability to influence the course of events, despite uncertainty, setbacks and temporary failures
Mobilizing resources	Gather and manage the resources you need	Get and manage the material, non-material and digital resources needed to turn ideas into action Make the most of limited resources Get and manage the competences needed at any stage, including technical, legal, tax and digital competences
Financial and economic literacy	Develop financial and economic know how	Estimate the cost of turning an idea into a value-creating activity Plan, put in place and evaluate financial decisions over time Manage financing to make sure my value-creating activity can last over the long term

In to action

Competences	Hints	Descriptors
Taking the initiative	Going for it	Initiate processes that create value Take up challenges Act and work independently to achieve goals, stick to intentions and carry out planned tasks
Coping with uncertainty, ambiguity and risk	Make decisions dealing with uncertainty, ambiguity and risk	Make decisions when the result of that decision is uncertain, when the information available is partial or ambiguous, or when there is a risk of unintended outcomes Within the value-creating process, include structured ways of testing ideas and prototypes from the early stages, to reduce risks of failing
Learning through experience	Learning by doing	Use any initiative for value creation as a learning opportunity Learn with others, including peers and mentors Reflect and learn from both success and failure (your own and other people's)

Top skill for 2030

1. Judgement & decision making

2. Fluency of ideas

3. Active learning

4. Learning strategies

5. Originality abilities

6. Systems evaluation

7. Deductive reasoning

8. Complex problem solving

9. Systems analysis

10. Monitoring

11. Critical thinking

12. Instructing

13. Education and training

14. Managing personnel resources

15. Coordination

16. Inductive reasoning

17. Problem sensitivity

18. Information ordering

19. Active listening

20. Administration and management

Link between skills and entrepreneurial competencies

Skills	Entrepreneurial Competencies
Judging and decision making	Spotting opportunities; valuing ideas; self-awareness and self-efficacy; taking the initiative; ambiguity and risk
Fluency of ideas	Creativity; vision; financial and economic literacy; learning through experience
Active learning	Ethical and sustainable thinking; self-awareness and self-efficacy; motivation and perseverance; learning through experience
Learning strategies	Vision; ethical and sustainable thinking; self-awareness and self-efficacy; motivation and perseverance; planning and management; coping with uncertainty,
Original abilities	Creativity; vision; motivation and perseverance; taking the initiative; coping with uncertainty, ambiguity and risk; working with others; learning through experience

Rationale for approach

- Lifelong learning
- Non-cognitive skills matter
 - Grit
 - Curiosity
 - Creativity
- Growth mind set

Strategies

- Play
- Disruptive learning
- Working in groups

Outcomes

- Learning about enterprise, entrepreneurship and innovation needs to be embedded, not bolted on
- Education system needs to create knowledge harvesters not knowledge retainers
- Flexibility and adaptability are crucial to develop enterprising, entrepreneurial and innovative behaviours
- Learning from experience, including the experience of learning is vital

Questions