



Project methodology

ENTOS Transnational project meeting,
01 December 2020



About the project

The project is addressed to develop sport-teachers' professional profile by providing them important tools for supporting Entrepreneurial Mind-Set creation in their students by using an innovative method that merges formal and no-formal method, developed on the base of empirical data and the complementary know-how of project partners.

Entrepreneurship education means developing a culture which is through, for and about entrepreneurship. As such competencies are best acquired through people-led enquiry and discovery that enable students to turn ideas into action, they require learning activities that use practical learning opportunities from the real world. In sport we identified a proactive means for involving students in as active recipient.



Methodology



Following the content of the EntreComp framework, which defines 3 interrelated and interconnected competence areas (Ideas and opportunities, Resources, Into action) as reference to build entrepreneurial capacity, ENTOS will start by identifying which of them can be adopted into sport activities.

For every area, the Framework identifies specific competences; among these, there are some that can be reinforced and trained by playing sports (i.e. working with other, taking the initiative, planning and management, ...)



Methodology



When the entrepreneurial skills that can be merged with sport will have been identified, ENTOS will create a collection of sport activities and methodology that sport teachers can adopt.

The teachers will be trained by working on three dimension (Knowledge, Skills and Attitude), in order to know which skills Entrepreneurship comprises, and to enabled them to acquire Group-Dynamics skills that can be used during lessons to develop key entrepreneurial skills and competences.

Teachers need to understand their crucial role in education and their potential to become pro-active facilitators of an Entrepreneurial mindset for their students.



How to achieve this?



Example: considering the academic year as a learning pathway and taking into consideration a class of 20 students, the teacher will divide them into groups of 5 to facilitate the evolution of the process. This way, the students will be motivated to cooperate and develop teamwork.

In every group the teacher will identify a leader. (Tip: the leader will change every month, so everyone in the group will take up this role twice a year. This choice would better be made by vote, specifying the rule that every member of the group has to be elected leader.)



Example of activities: tug of war



Step 1: two teams per round will play against each other. Let the groups form spontaneously and after a few minutes call for a stop.

Step 2: ask the teams to regroup and give them two minutes to elaborate a strategy to find a solution for the game. The groups may use problem-solving ability to come up with creative and different solutions.

In doing so, the goal of the game will be not only to win, but above all to develop cooperative learning strategies.

Example of activities: relay race

This game will introduce the groups to time management in practice, as it aims to make them understand how to plan by themselves collective actions in a fixed time, about roles division and cooperation tasks.

Step 1: create a relay-race circuit and show it to the teams. They will be asked to compete creating by themselves the baton, using n. pieces and with specific characteristics (i.e. it has to be 50 cm long, made from wood material and pink-coloured.)

Step 2: when the baton is ready and the team has received the permission from the referee, without stopping the time the team will start running. The first team that arrives, wins.

Evaluation and monitoring



-ECVET method will be used to validate the trained teachers' learning outcomes. It will be developed by OA Nitra, supported by PANPRC.

-OpenBadge system will be used to validate the students' learning outcomes. InProgress and UTH will develop it.

-MateraHUB will monitor that the Evaluation system is aligned with the Training Materials developed in IO2.