

#EntreComp



Elin McCallum
Director

BANTANI
EDUCATION

Social Enterprise: Bantani Education

**European
Commission:
Ent-Ed Policy**



**Welsh Gov:
Youth Ent
Strategy**

**NGOs:
Youth Worker / Trainer**

About Bantani

Collaborating

...working with partners to create more and better opportunities

Innovating

... pushing through boundaries in policy and practice

Advocating

...highlighting challenges and encouraging debate

Network building

...to share information and practice

Entrepreneurship in European lifelong learning

Fostering entrepreneurship has been a European priority at least since the 2006 Key Competences for framework for lifelong learning.

10 years after the 2006 Recommendation the European landscape has been found scattered (Eurydice, 2016)

The lack of a common understanding has led to **the proliferation of approaches to entrepreneurial learning**, creating the need for **harmonisation**

YEAR	EUROPEAN POLICY MILESTONE
2003	Entrepreneurship in Europe Green Paper
2006	European Key Competences for Lifelong Learning
2006	Oslo Agenda for Entrepreneurship Education in Europe
2011	The Budapest Agenda: Enabling Teachers for Entrepreneurship Education
2012	Communication: Rethinking Education
2012	Communication: Entrepreneurship 2020 Action Plan
2014	European Council conclusions: Entrepreneurship in education and training
2015	European Parliament Resolution: Promoting youth entrepreneurship through education and training
2016	New Skills Agenda for Europe
2016	EntreComp / DigComp – European Competence Frameworks
2017	Digital Education Action Plan
2018	Education in the Digital Era: challenges, opportunities and lessons for EU policy

DISCONNECTS...

Entrepreneurial Skills

Soft Skills

Employability Skills

Citizenship Skills

Transversal Skills

Life Skills

Twenty First Century Skills



ONLY IN MATH PROBLEMS CAN YOU BUY
60 CANTALoupES AND NO ONE ASKS
WHAT THE HECK IS WRONG WITH YOU.



SCHULZ

PEANUTWEETER.COM

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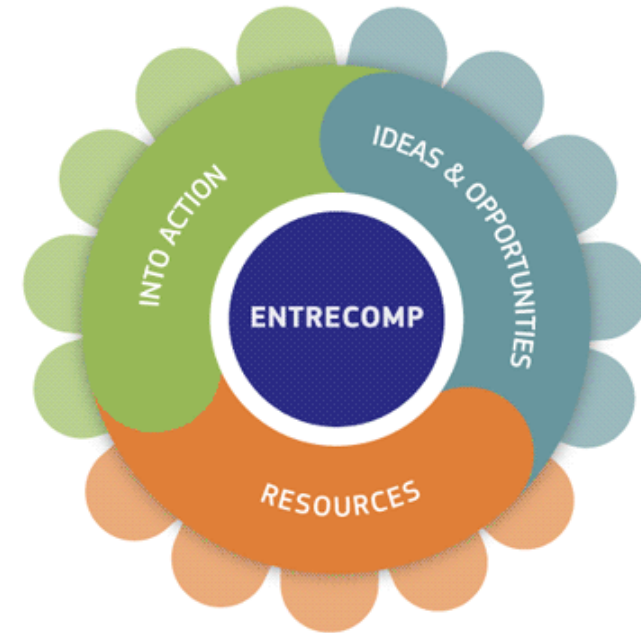


EntreComp...

Entrepreneurship is when you **act** upon **opportunities** and **ideas** and transform them into **value** for others. The value that is created can be **financial**, **cultural**, or **social**.

EntreComp 2016

Danish Foundation of Entrepreneurship / FFE 2011





The purpose of EntreComp

- Establish a common language to bridge the world of **learning and work**
- Enhance the **understanding** of entrepreneurship as a key competence
- Identify the **competences** that can be developed through learning
- Create understanding **among stakeholders** about the expected outcomes for different levels of proficiency across all levels of learning
- Help mainstream learning to **support value creation**

Creating social value for others: social entrepreneurship projects, generating innovative solutions to environmental challenges, generating ideas for campaigns on social issues, creating a sports club or setting up a student parliament.

Creating cultural value for others: promoting intercultural awareness and learning, identifying and creating solutions to cultural challenges in the local community or designing new cultural activities supporting theatre, music or cultural heritage.

Creating financial value for others: starting a business or social enterprise, fundraising activities for local charities or generating ideas to solve specific challenges faced by local businesses.

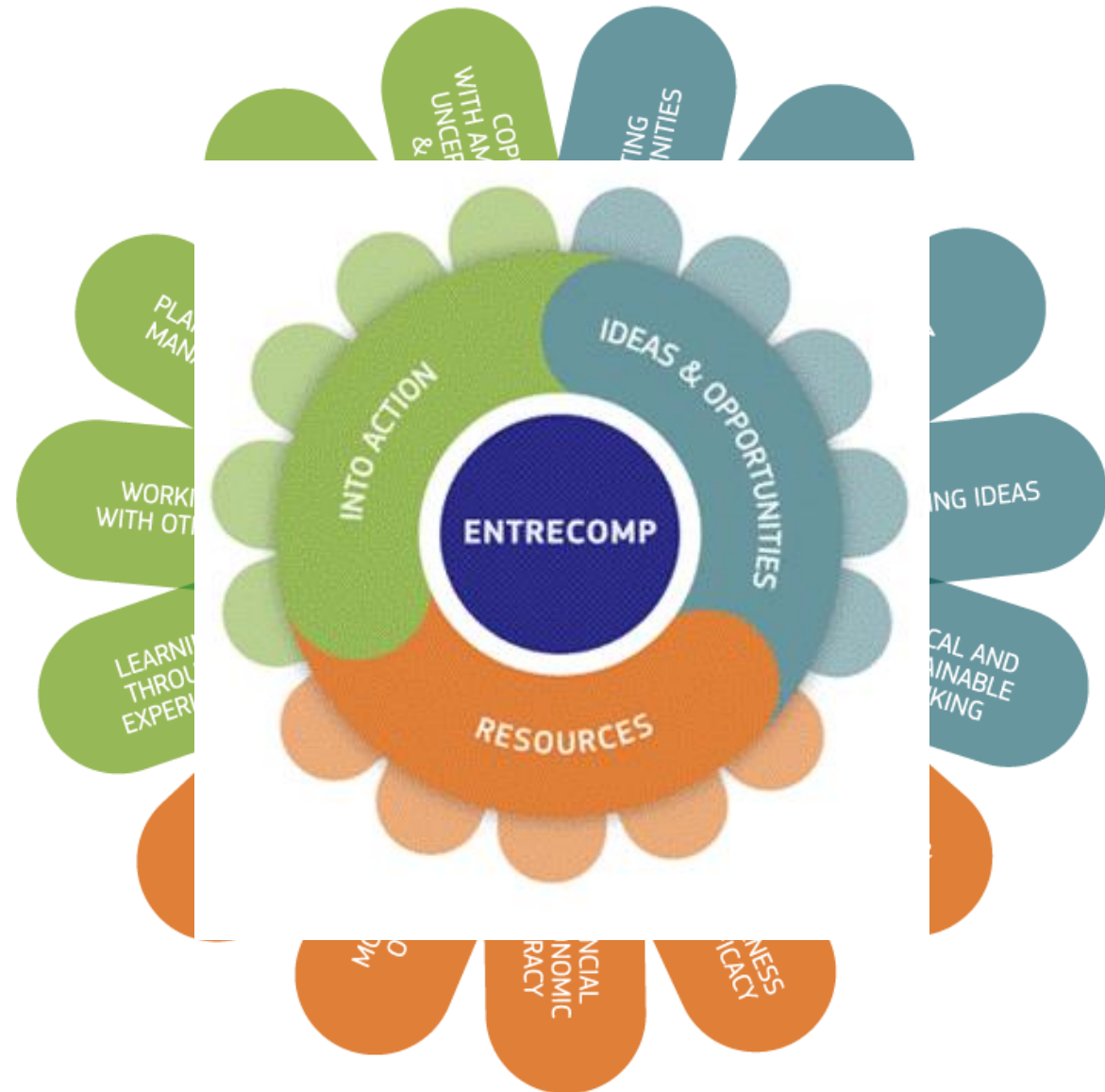
The EntreComp model

3 areas:

- Ideas & Opportunities
- Resources
- Into Action

5 competences/area:

Each accompanied by a hint and a descriptor



AREA	COMPETENCE	HINT
01. IDEAS AND OPPORTUNITIES	1.1 SPOTTING OPPORTUNITIES	Use your imagination and abilities to identify opportunities for creating value
	1.2 CREATIVITY	Develop creative and purposeful ideas
	1.3 VISION	Work towards your vision of the future
	1.4 VALUING IDEAS	Make the most of ideas and opportunities
	1.5 ETHICAL AND SUSTAINABLE THINKING	Assess the consequences and impact of ideas, opportunities and actions

AREA

02.

RESOURCES

COMPETENCE

HINT

2.1

**SELF-AWARENESS AND
SELF-EFFICACY**

Believe in yourself and
keep developing

2.2

**MOTIVATION AND
PERSEVERANCE**

Stay focused and don't
give up

2.3

MOBILISING RESOURCES

Gather and manage the
resources you need

2.4

**FINANCIAL AND
ECONOMIC LITERACY**

Develop financial and
economic know how

2.5

MOBILISING OTHERS

Inspire, enthuse and get
others on board

AREA

03.

INTO ACTION

COMPETENCE

HINT

3.1

TAKING THE INITIATIVE

Go for it

3.2

**PLANNING AND
MANAGEMENT**

Prioritize, organise and
follow-up

3.3

**COPING WITH
UNCERTAINTY,
AMBIGUITY AND RISK**

Make decisions dealing
with uncertainty,
ambiguity and risk

3.4

WORKING WITH OTHERS

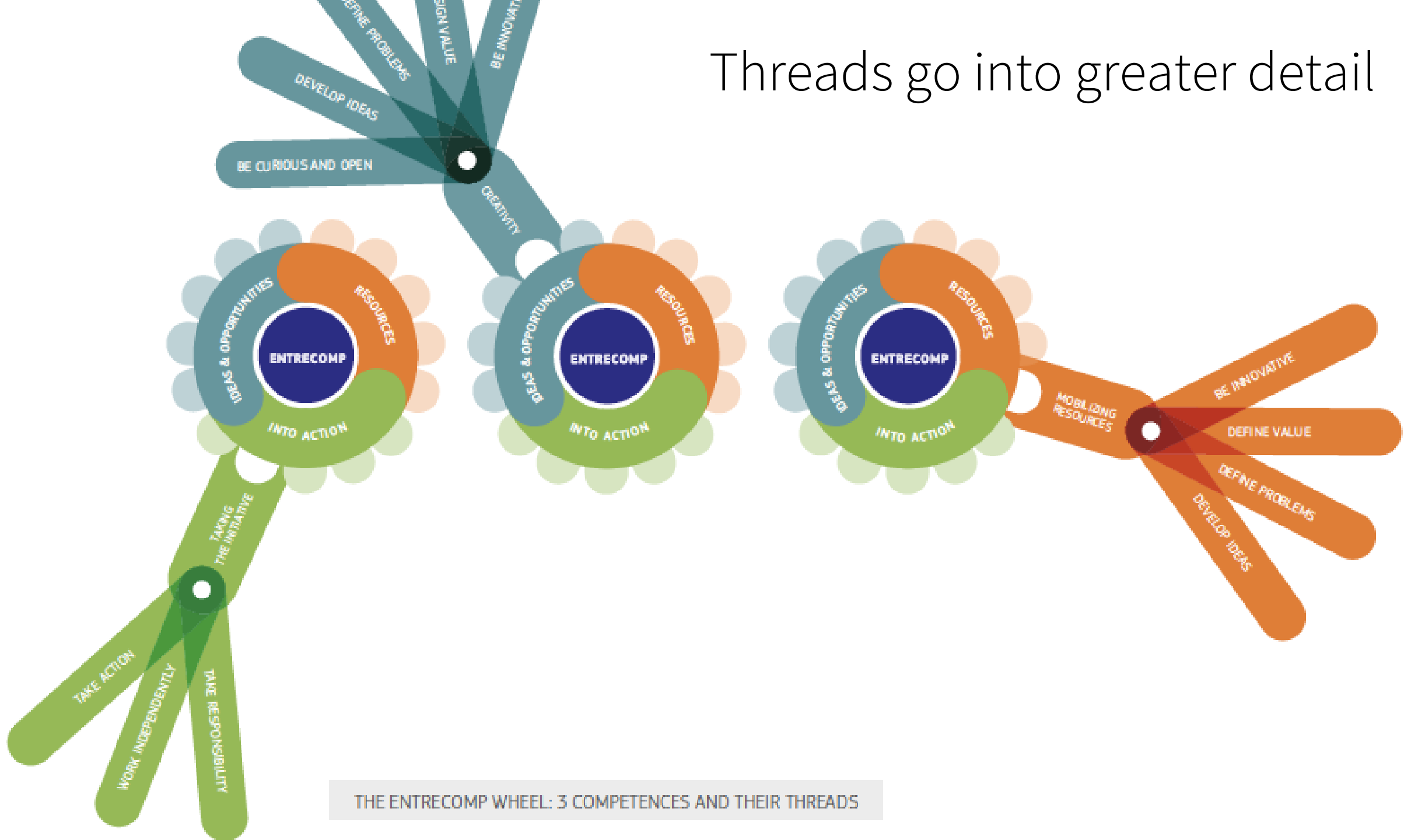
Team up, collaborate
and network

3.5

**LEARNING THROUGH
EXPERIENCE**

Learn by doing

Threads go into greater detail



THE ENTRECOMP WHEEL: 3 COMPETENCES AND THEIR THREADS

Progression

FOUNDATION RELYING ON SUPPORT FROM OTHERS		INTERMEDIATE BUILDING INDEPENDENCE		ADVANCED TAKING RESPONSIBILITY		EXPERT DRIVING TRANSFORMATION, INNOVATION AND GROWTH	
Under direct supervision. (includes for example support by teachers, mentors, peers, advisors, or consultancy services).	With reduced support from others, some autonomy and together with my peers.	On my own and together with my peers.	Taking and sharing some responsibilities.	With some guidance and together with others.	Taking responsibility for making decisions and working with others.	Taking responsibility for contributing to complex developments in a specific field.	Contributing substantially to the development of a specific field.

LEARNING OUTCOMES / AREA: IDEAS & OPPORTUNITIES / COMPETENCE: CREATIVITY / THREAD: DEVELOP IDEAS

I can develop ideas that solve problems that are relevant to me and my surroundings.	Alone and as part of a team, I can develop ideas that create value for others.	I can experiment with different techniques to generate alternative solutions to problems, using available resources in an effective way.	I can test the value of my solutions with end users.	I can describe different techniques to test innovative ideas with end users.	I can set up processes to involve stakeholders in finding, developing and testing ideas.	I can tailor a variety of ways of involving stakeholders to suit the needs of my value-creating activity.	I can design new processes to involve stakeholders in generating, developing and testing ideas that create value.
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bit.ly/ecintoaction

European Commission

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EntreComp into Action

GET INSPIRED MAKE IT HAPPEN

A user guide to the
European Entrepreneurship
Competence Framework

Editors:
Margherita Bacigalupo
William O'Keefe

Joint
Research
Centre

EntreComp

INTO ACTION

- Working with others
- Learning through experience
- Coping with ambiguity, uncertainty & risk
- Planning & management
- Taking the initiative

IDEAS & OPPORTUNITIES

- Spotting opportunities
- Creativity
- Vision
- Valuing ideas
- Ethical & sustainable Thinking

RESOURCES

- Mobilising others
- Financial & economic literacy
- Mobilising resources
- Motivation & perseverance
- Self-awareness & self-efficacy

GOAL
I WANT TO MOBILISE

Raise awareness
and understanding

Create common vision
and language for stakeholders

Initiate partnerships
for a whole-system approach





GOAL
I WANT TO CREATE VALUE

Translate into
different languages

Align to existing skills
and frameworks

Adapt for new
audiences

Provide support for
evidence-based practice



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GOAL
I WANT TO IMPLEMENT

Design practical
entrepreneurial experiences

Design entrepreneurial
learning

Establish or enhance
existing start-up

Embed / link to other
key competences

Design start-up pathways

Design skills development
and careers pathways

Develop entrepreneurial
organisations



CHALMERS
UNIVERSITY OF TECHNOLOGY

University of
HUDDERSFIELD
Inspiring tomorrow's professionals



LoopMe

GOAL
I WANT TO APPRAISE
& ASSESS

Discover skill gaps

Assess learning

Map against existing
actions or resources

Identify strengths and
weaknesses

Demonstrate progression

Reflect on learning

Self-assess learning



Evolving Entrepreneurship Education 

Find out more

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