

# Enterprise TROOPERS



Upper Primary

## Activity 1: What should we do?

### Learning Objective

To generate ideas for an enterprise project.

### Entrepreneurship Characteristics

#### Creativity

- Lateral thinking – ideas generation
- Spotting and creating opportunities
- Innovation

#### Organisation

- Decision making

### Learning activities

To establish what they already know, ask the pupils to offer examples of enterprise and entrepreneurship. Use **Resource 1a – the Enterprise Troopers glossary** to clarify the pupils' understanding of key terms such as enterprise, product and service.

Explain that entrepreneurs often have a team around them who all have different strengths.

Draw large letters A, C, R, O on the board and introduce the class to the Enterprise Troopers:

- **Amy** (for attitude)
- **Rhian** (for relationships)
- **Callum** (for creativity)
- **Owain** (for organisation).

Present the pupils with the Enterprise Troopers' challenge i.e. to think of an enterprise project to meet a need in school or the community.

Working in small groups, ask the pupils to look at the [Enterprise Troopers school case-studies](#). For each case-study, ask them to discuss briefly what they like and why?

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The pupils should now have lots of inspiration to start thinking about their own enterprise project. Ask them to think about questions such as:

- *What events are coming up in school?*
- *What product/service could meet a need in our school or the community?*
- *What are we good at?*
- *What skills, knowledge and interests do we have as a class that we could use?*
- *Who could help us?*

Working in groups, ask pupils to think of and prioritise ideas for a class product or service. Reassure them that at this stage any ideas are possible.

Ask each group to explain their ideas with reasons to the class. As this is a good opportunity for peer evaluation, ask the other pupils to give constructive feedback.

Ask the class to vote to make a collective decision on the best enterprise idea.

Finally introduce the pupils to **Resource 1b - My Enterprise Troopers Checklist**. Ask them to use it to show how they are becoming Enterprise Troopers as they carry out their project.

### Learning outcome

Pupils will identify needs and generate imaginative ideas by asking questions and thinking of ideas as a group.

### Resources needed

- ICT
- Interactive whiteboard
- Resource 1a - Enterprise Troopers glossary
- Resource 1b - My Enterprise Troopers Checklist



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### Curriculum for Wales

#### Areas of Learning and Experience

##### Health and well-being

- Our decision-making impacts on the quality of our lives and the lives of others.

##### Science and Technology

- Design thinking and engineering offer technical and creative ways to meet society's needs and wants.

#### Cross-Curricular Skills

##### 1. Literacy

###### Speaking

- Clarity and vocabulary
- Purpose
- Collaborative talk
- Questioning

###### Listening

- Listening for meaning
- Listening to understand
- Listening as part of collaborative talk

