

# Enterprise TROOPERS

Primary School Competition



**Lower Primary**

## Activity 2: What could we do?

### Learning Objective

To generate ideas for an enterprise project.

### Entrepreneurship Characteristics

#### Creativity

- Problem solving
- Lateral Thinking – ideas generation
- Innovation

#### Relationships

- Negotiation, persuasion and influence

#### Organisation

- Decision Making

### Learning activities

Explain to the class that they are going to take part in a National competition called Enterprise Troopers where they will have the chance to become real-life 'entrepreneurs'.

Introduce the class to the Enterprise Troopers, Amy (for attitude), Rhian (for relationships), Callum (for creativity) and Owain (for organisation).

Explain that all children in Wales are being given the opportunity to take the Enterprise Trooper's challenge i.e. to think of an enterprise project to meet a need in school or the community.

Using ideas from the occupations identified in activity 1, encourage the pupils to think of ideas for a product they could make or a service they could provide. This could be linked with an appropriate event in the school calendar. Ask pupils to consider.

- "What events are coming up?" e.g. Halloween, Christmas fayre.
- "What are we good at?"
- "How could we use our skills?"
- "What would people like to buy?"

Working in groups, ask the pupils to think about their ideas for a product or service. Before they start generating ideas, remind the pupils that all ideas are good ideas, the more creative the better. They may end up combining ideas.

## Activity 2:

### What could we do?

**Lower Primary**

Record the favourite idea from each group and display these in the classroom.

Ask the children to think about and discuss the ideas before the favourite idea is agreed democratically.

Each group presents their best idea to the rest of the class giving reasons for their choice. As this is a good opportunity for peer evaluation, ask the other pupils to give constructive feedback.

Hold a vote to arrive at a class decision on the best product or service.



### Learning outcome

Pupils work with others to generate a range of simple ideas for an enterprise project.



### Resources needed

- Interactive whiteboard
- School calendar

## Curriculum for Wales

### 1. 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

