



Kidpreneur CHALLENGE

powered by entropolis



Australia's leading curriculum-aligned entrepreneurship education program for primary school since 2015

Kids work in teams to build a micro-enterprise that solves a real-world problem. Along the way they learn critical and design thinking, business modelling, financials, marketing and pitching skills

Comprehensive 21st Century Learning



Entrepreneurship is a powerful experiential learning framework for delivering a broad range of cognitive and non-cognitive skills kids need to be adaptable, employable and competitive in the future.



Our program is designed to be engaging and fun for kids, has immediate real-world applications and delivers measurable outcomes across multiple learning areas.



Designed to be delivered in school by the classroom teacher over 1 – 2 terms. No business experience required.



10 comprehensive, curriculum-aligned project modules. 1 – 2 hours per week teaching time.



Flexible delivery to suit individual school time-tabling and student learning requirements.



Mapped to Australian National Curriculum v8.3 and NSW Syllabus for years 4 – 6.



Integrates with the Digital Technology Framework and includes instruction on using digital tools.



Facilitation guide, curriculum toolkit, entrepreneurship resources and a collaborative community.



Evaluation tools to assess program and student impact across entrepreneurial knowledge, mindset and skillset.



Educator professional development and ongoing support from Entropolis HQ education specialists for successful implementation.

Modules Overview

10-Module program designed for easy classroom delivery combining comprehensive lessons plans, instructional videos and student worksheets to ensure student engagement and key learning outcomes.

Intro	Entrepreneurs; Problem Solving and Ideation
1	Target Customers
2	Design Thinking Part 1 - Introduction and Empathise Stage
3	Design Thinking Part 2 - Product Design & Prototyping
4	Business Set-Up
5	Business Mission, Vision and Sales Goals
6	Production and Operations
7	Financials and Profit and Loss
8	Logo and Brand Identity
9	Marketing and Sales
10	Business Launch - Market or Showcase Day
Wrap	Reflection and Next Steps

KIDPRENEURS



24,915

SCHOOLS



854

EDUCATORS



2,356

FUTUREPROOFING THE NEXT GENERATION THROUGH ENTREPRENEURSHIP

Global research has identified entrepreneurship as one of the most powerful contextual learning frameworks for developing innovation capacity; a growth mindset; creativity and critical thinking; financial and digital literacy; and other critical skills the next generation will need to become adaptable, employable and competitive adults.

Entrepreneurship education benefits students from all socio-economic backgrounds because it teaches kids to think outside the box and nurtures unconventional talents and skills. Furthermore, it creates opportunity, ensures social justice, instills confidence and stimulates the economy. (Ref: *Why Schools should teach Entrepreneurship* - <https://www.entrepreneur.com/article/245038>)

“There is an urgent need to shift mindsets in our approach to jobs, careers and work. New big data analysis provides us with insights into the patterns of skills young people now require navigating complex and uncertain working lives. We must act now to ensure young Australians can thrive in the new world of work.” Foundation for Young Australians THE NEW WORK MINDSET Report 2016

In NEW WORK MINDSET (www.fya.org.au/wp-content/uploads/2016/11/The-New-Work-Mindset.pdf), FYA reported their research has showed the urgent need for investment in a national enterprise skills and careers education strategy that would:

















- Begin early in primary school and build consistently, year on year, throughout high school
- Be provided in ways that young people want to learn, including through experience, immersion and with peers
- Provide accurate information about and exposure to where future jobs will exist and the skills to craft and navigate multiple careers
- Engage students, schools, industry and parents in co-designing opportunities in and outside the classroom



Key Student Benefits and Outcomes

- **Increased attendance**
- **Higher academic achievement**
- **Fewer discipline referrals**
- **Soft Skill development**
 - + Increased sense of "locus of control"
 - + Increased self-esteem and respect
 - + Encourage risk-taking & learning from failure (Flarning)
 - + Use opportunity recognition/ problem solving skills
 - + Embrace diversity/ socialization skills
 - + Explore ethics issues
 - + Foster and value idea generation
- **Technical Skills Development**
 - + Improved financial literacy
 - + Understand entrepreneurship process/ business plan
- **Awareness of career and entrepreneurial options**
 - + Consider steps in business start up
 - + Increased number of students identifying entrepreneurship as a career choice
 - + Define entrepreneurs' contribution to society
 - + Develop workplace literacy
 - + Heightened awareness of the role of entrepreneurs, entrepreneurial thinkers and leaders across industry, business and society
 - + Recognize the contributions of entrepreneurs and learn how they give back
- **Become an educated, empowered consumer**
- **Demonstrate conflict resolution/ negotiation/ sales-marketing/ persuasion skills**

Workforce Skills Built through Entrepreneurship

 Innovation Capacity	 Complex Problem Solving	 Imagination and Creativity	 Critical Thinking
 Financial Literacy	 Digital Literacy	 Commercial Acumen	 Negotiation and Influence
 Judgement and Decision Making	 Leadership and Teamwork	 People Management	 Service Orientation
 Emotional Intelligence	 Cognitive Flexibility	 Resilience and Confidence	 Empathy and Social Justice

