Collaborative Research and Development ("Seed") Projects for the 2021/22 School Year

Fostering an "Entrepreneurial Spirit" through Whole-school Curriculum Planning

Life-wide Learning

Council & Secondary Section
Curriculum Development Institute
February 2021

Fostering an "Entrepreneurial Spirit" through Whole-school Curriculum Planning

Promoting whole-school curriculum planning through sharing visions, reaching consensus, creating space and formulating actionable plans

Enhancing teachers' professional competence in promoting **school-based curriculum development** with a view to fostering an "entrepreneurial spirit" in students

Objectives

Promoting **cross-curricular collaboration** on conducting various learning activities to encourage students to make endeavours, take on challenges and innovate

Enabling students to define a problem and formulate plans for approaching it in a **life-wide learning** context

Encouraging creativity and iterative experimentation in the **problem** solving process to allow students to take ownership of their learning

Adopting appropriate and effective strategies to **evaluate/provide feedback** on students' entrepreneurial competencies

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Are we preparing our students for the future?

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This revolution is already in homes across the developed world and increasingly in the developing world too. ... But, so far, this revolution has not transformed most schools or most teaching and learning in classrooms.

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(Sir Michael Barber, 2014)



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... education systems ... rely heavily on passive forms of learning focused on direct instruction and memorisation, rather than interactive methods that promote the critical and individual thinking needed in today's innovation-driven economy.

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(World Economic Forum, 2020)



If all we do is teach our children what we know, they might remember enough to follow our footsteps; but if they learn how to learn, are able to think for themselves and work with others, they can go anywhere they want.

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(Andreas Schleicher, PISA, 2018)



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... high-stakes exams ... only measure a far narrower range of traditional performance

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... if assessment systems fail to reflect the future skills that employers demand they will lose credibility naturally.

CREATIVITY

(Economist Intelligence Unit, 2017)

How can we ...

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develop in students the competencies required for meeting future challenges? add variety to students' learning experiences and promote learner autonomy?

monitor and evaluate student learning in a real-life context?

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Why Entrepreneurship in Education?

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Entrepreneurship in Education

Develop personalqualities and attitudes

- Ability and willingness to take the initiative
- Innovation and creativity
- Willingness to take risks
- Self-confidence
- Ability to collaborate and social skills

Learn subjects and basic skills through the use of entrepreneurial working methods

Learn knowledge
and skills
concerning
business
development and
innovative process

Entrepreneurship education is essential for developing the human capital necessary for society of the future. It is not enough to add entrepreneurship on the **perimeter** – it needs to be **core** to the way education operates.

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World Economic Forum, 2009



Development of an entrepreneurial spirit

- is not confined to teaching students to start and run new businesses;
- can focus on developing knowledge, generic skills, positive values and attitudes which will benefit students

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- in their personal development
- as future endeavours as business owners, freelancers or innovators

(Secondary Education Curriculum Guide 2017)



The premise of the Seed Project

- focuses broadly on the development of enterprise competencies that are essential in the workplace, and related to personal development, mindset, skills and abilities
- learners to demonstrate a 'can-do' confidence, a creative questioning approach, and the willingness to take risks in uncertainty and flexible working patterns
- learners to show the attributes of teamwork, initiative, originality and self-discipline.

Entrepreneurship in Education

 builds the enterprise competencies and introduces business competencies, leading to start-up and new business development.

OECD 2015; The Quality Assurance Agency for Higher Education UK 2018



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Handicraft Making

Students to design and make household objects for the underprivileged

Learning Opportunity: Addressing and Defining Problems through **DESIGN THINKING**

Empathise

Understand the users

Define

 Develop points of view based on the users' needs

Ideate

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Prototype

Propose creative solutions

Create designs underpinned by your thoughts

Test

Test your ideas

Learning Opportunity: A CROSS-DISCIPLINARY APPROACH

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Requisite knowledge, skills & attitudes

Visual Arts

- Woodwork /
 pottery:
 historical and
 cultural value,
 techniques
- Aesthetic perception
- Artistic heritage
- Appreciation of Chinese arts

Design & Technology

- Creativity / Innovativeness
- Problem Solving
- Selfdetermination
- Risk-taking

Chinese History

Learning about
 Chinese history
 and culture in
 the context of
 traditional
 handicrafts and
 everyday objects

Languages

- Active listening in interview
- Drawing consensus in group planning



Students in teams draw knowledge from different disciplines and formulate action plans for design and make

Learning Opportunity: Interaction with the REAL WORLD

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Engagement with local craftsmen/practitioners in the creative industry





- Students learn more about innovative thinking and translating ideas into practice.

Interpersonal
Skills

Marketing Skills

Nurturing Entrepreneurial Competencies: n-based Possible Approaches

- Problem-based learning
- Planning a research, formulating hypotheses and predicting outcomes
- Analysing personal roles and responsibilities in making contribution to society
- Design thinking
- Connecting ideas using mind maps, imagery, analogies, etc., to create new possibilities
- Conducting a scientific investigation
- Making a prototype

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Opportunity Skills

- -Recognising/acting on opportunities
- -Asking questions about what is missing/what
- could be better
- -Developing a vision

Marketing Skills

- -Dealing with/persuading stakeholders
- -Adapting a message to a target group
- -Gauging people's needs

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- Pitching
- Role-play
- Conducting a survey/interview
- Presenting ideas and viewpoints logically in different modes

Innovativeness

- -Initiating new thoughts for action
- -Expanding and refining ideas
- -Discerning novelty from observation

Interpersonal Skills

- -Interpreting, synthesising and appreciating various viewpoints
- -Resolving conflicts
- Sustaining a discussion
- Co-operative learning

Subjects involved

A meaningful platform for students to present their output

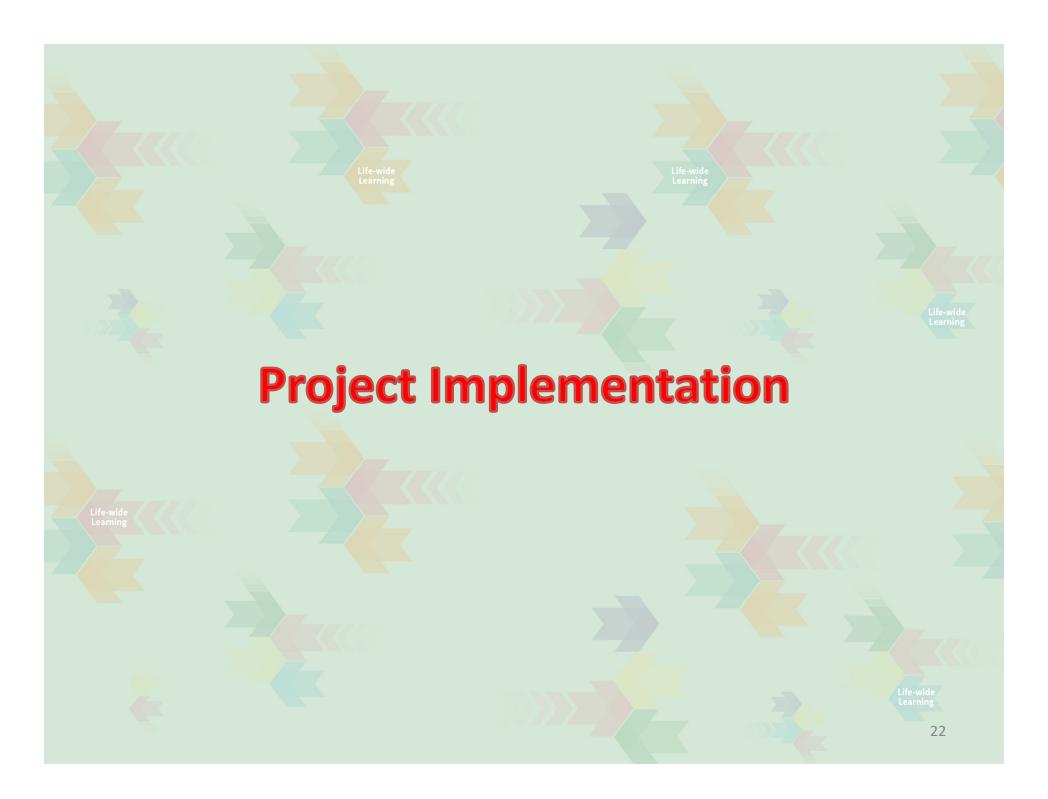
Pedagogical considerations

Range of possible student output

Knowledge, skills & attitudes necessary for students to innovate

Real-life problems connected with subject curricula

Integrating design thinking into the learning process



Commitment

The seconded teacher to:

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✓ plan and implement curriculum initiatives through a whole-school approach and in alignment with the school context

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- ✓ direct and support cross-curricular collaboration
- Space/flexibility in curriculum planning and implementation
- Learning activities within and beyond timetabled periods
- Collection of evidence (e.g. classroom observations, interviews) on the process of change and impact of student learning
- Engagement with outside organisations
- Dissemination of good practices to other schools after the tryout



Application

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- EDBCM No.4/2021 (Appendix B with Annexes 2 and 3;
 Appendix C)
- Deadline: 10 March 2021 (Wednesday)

Project Proposal (Appendix C)

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> Appendix C Page 2 of 2

- Needs of school/students
- Schools' commitment to the project (e.g. timetabling, staff involvement, curriculum adaptation)
- Previous experience in implementing project learning/cross-curricular learning

| Please pro | vide the following de | tails for each | project | sep ar ately. |
|------------|-----------------------|----------------|---------|---------------|
| | | | | |
| Part III. | Proposal Details | | | |

Please discuss the project that you are applying for with the relevant Section of CDI, and submit a proposal with the following details on A4 sheet(s):

- Title of "Seed" Project with project code
- School particulars (e.g., reasons for conducting the project, commitment of teachers, willingness to share findings with other schools, previous experiences in school-based curriculum projects)
- Proposal details (e.g., objectives, how the project fits in with the curriculum needs of your school, availability of resources, action plan with schedule, expected deliverables and evaluation methods)

| I ditiy. | . Seconditions of reactions (Flease complete dus partion se | eu Projects providen with seconden reachers.) |
|----------|--|---|
| Please t | ick in the appropriate box below: | |
| | y school does not wish to nominate any teacher for second oject(s). | dment to the CDI to participate in its "Seed |
| □ "s | y school wishes to nominate the following teacher(s) for eed" Project(s) (please also submit the completed <i>Appe. acher nominated</i>): | |
| No | Name of Teacher | Project code |

| * Please del ete where inapplicable. | |
|--------------------------------------|--|
|--------------------------------------|--|

*Mr/Ms

*Mr/Ms

Project Co-ordinators

}

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