

# futurepreneurs academy X



## START-UP YOUR FUTURE

Experiential online entrepreneurship program for Year 9 - 11 students, with coaching from your educators, designed to build essential skills for future careers and life.

### What Students Do in the Program

In teams, students work through learning challenges online, applying new knowledge and skills to a simulated start-up project, developing creative solutions to real-world problems.

<b>Level 1</b>	<b>Futurepreneurs DNA App</b> - Benchmark students' entrepreneurial attitudes, motivations and strengths against the world's best founders.	
<b>Level 2</b>	<b>Innovations that Matter</b> - Mini-research project for students to identify an innovative solution to a problem that is meaningful to them. It could be themed at the school's discretion.	
<b>Level 3</b>	<b>Identify a Problem</b>	<b>Stream 1 - Full</b> Same content as Futurepreneurs Ignite for students who have not done the program to build foundation mindset & skills  <b>Stream 2 - Re-Cap</b> Condensed content and activities designed for students who've done Futurepreneurs Ignite to re-cap and build on core skills.  <b>FutureWork   FutureLife</b> Both Lvl 3-9 and 10 - 15 streams will explicitly link entrepreneurial skills and work/life skills where appropriate.
<b>Level 4</b>	<b>Come Up with Brilliant Ideas</b>	
<b>Level 5</b>	<b>Market Research - Competitors, Trends, Target Customers</b>	
<b>Level 6</b>	<b>Design a Product Solution</b>	
<b>Level 7</b>	<b>Create a Product Prototype</b>	
<b>Level 8</b>	<b>Test Your Prototype</b>	
<b>Level 9</b>	<b>Make Your Start-Up Stand-Out</b>	
<b>Level 10</b>	<b>Business Model Blueprint I</b>	
<b>Level 11</b>	<b>Business Model Blueprint II</b>	
<b>Level 12</b>	<b>Financials and Start-Up Budget</b>	
<b>Level 13</b>	<b>Launch Plan - Sales and Marketing</b>	
<b>Level 14</b>	<b>Launch Communications</b>	
<b>Level 15</b>	<b>Pitch for Start-Up Capital</b>	

### How will the program work in my school?

Futurepreneurs Academy X is designed to be student-led with face-to-face guidance and coaching from educators, subject matter experts and entrepreneurs when available.

Some exposure to entrepreneurship, start-up concepts or related subject matter is recommended, and comprehensive online resources are provided for easy planning and preparation, fully supported educator facilitation and engaged student learning.

The teaching and learning resources are hosted securely on an e-Learning platform called OpenLearning.

<b>Engaged student learning</b>	<b>Streamlined teaching resources</b>	<b>Cross-curricular, project-based</b>	<b>Rigorous pedagogy and learning outcomes</b>

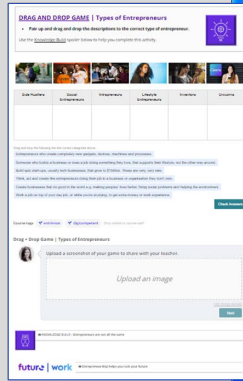
### What's included in the program package?

★	<b>15x Levels. Multiple individual learning modules and challenges</b>
★	<b>Minimum 1x 60-minute lesson per week for up to 20-weeks</b>
★	<b>Educator online account</b> - access to student quests, lesson plans and other facilitation/coaching resources
★	<b>Student online account</b> - access to student start-up quests, concept briefings and challenge activities
★	<b>Gamified knowledge building and engaging team challenges</b>
★	<b>Aligned to ANCV9</b> - Economics and Business, Design Technologies and General Capabilities
★	<b>Online set-up, onboarding and dedicated implementation support</b> from Entropolis' education specialists
★	<b>Comprehensive program implementation handbook</b>
★	<b>Culminates in showcase event</b> - market day, pitch, expo
★	<b>Assessment Rubrics and Certificate of Achievement</b>

# What does the program look like for students and educators?

## Student Missions

Gamified learning activities and challenges for building and applying entrepreneurial knowledge and skills.

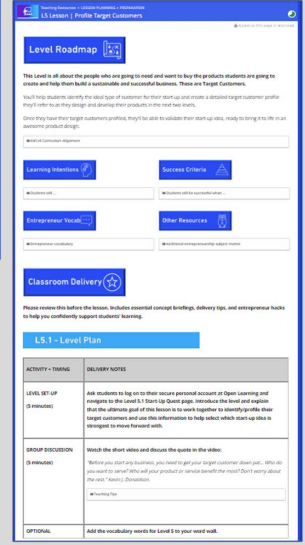


### Assessment Rubrics for Students

Individual Assessment	3 Exceeds expectations	2 Meets expectations	1 Emerging	0 - N/A
<b>Entrepreneurial Knowledge</b>	Shows a clear interest and passion for this topic and actively shares their ideas.	Good understanding.	Limited understanding or interest.	
<b>Problem solving skills</b>	Clear identifies and defines the problem. Creative from demonstrated.	Can identify and define with purpose. Clear but solutions are shared with the team.	Limited contribution to solving the problem and sharing solutions.	
<b>Leadership and teamwork</b>	Demonstrates confidence in supporting others. Places an effort into within the team.	Confidence in their approach to others ideas with others. Can listen to the team.	Lacks confidence in their ability to come up with ideas to contribute to the team.	
<b>Planning and Priorities</b>	Expert in understanding the value and needs of the design thinking process. Articulate, clear, concise, prioritized, and well-organized.	Strong understanding of the value of design thinking and can apply the process to a product or service.	Can follow the design thinking process.	
<b>Project Management</b>	Represented as a confident and effective leader of time and resources.	Can manage their time and resources.	Is unsure about how to manage their time or resources.	
<b>Innovation and Initiative</b>	Comes up with new or more ideas to solve the problem and can describe the pros and cons of each. Responds quickly when there is an opportunity to respond and shares their ideas.	Comes up with new or more ideas to solve the problem although the pros and cons are not well understood. Responds when the opportunity to respond comes from others towards finding solutions.	A new way of doing things has been described although the pros and cons are not understood. Shows little to no initiative.	
<b>Risk Taking</b>	Is bold with innovative ideas and actions.	Can contribute to innovative ideas.	Risk averse.	
<b>Teamwork and Leadership: Peer-review and peer-feedback</b>	Take ownership of learning and support and collaboration and challenge.	Can support independent work/learning. Willing to respond and take responsibility to the work in the marketplace.	Can respond independently with an open opinion.	

## Lesson Plans and Delivery Matrix

Streamlined background information on entrepreneurship concepts and teaching notes to support easy preparation and confident delivery.



## Engaging, Project-Based Learning

Futurepreneurs Academy X has been developed through consultation and collaboration among entrepreneurs, educators, curriculum advisors and other ecosystem partners.

The program is designed to be a flexible, cross-curricula resource delivered in the classroom, with integrated online modules incorporating the following Learning Principles:

	<h3>Entrepreneur Magic</h3> <p>Ignite young people's imagination and empower them to take risks and confidently explore challenges and opportunities in the world around them.</p>
	<h3>Rigorous Pedagogy</h3> <p>Align with and augment formal curriculum to ensure high-quality cross-curricular learning outcomes while encouraging students to question their assumptions and think deeply.</p>
	<h3>Real-World Learning</h3> <p>Contextual, engaging and relevant learning experiences that follow real-world scenarios and processes with clear, practical applications and outcomes.</p>
	<h3>Exciting Pathways</h3> <p>Expose young people to a road less travelled and open their minds to new opportunities for their future they may never have considered.</p>
	<h3>Conscious Inclusivity</h3> <p>Make entrepreneurship accessible and engaging to all young people regardless of who they are, where they come from, and their ambitions for the future.</p>

## Why Entrepreneurship?

Early exposure to entrepreneurship benefits all students, regardless of background or academic achievement. It helps expand the possibilities for their futures by challenging them to think outside the box and use their strengths in new ways while accommodating diverse learning styles and capabilities.

Training to think, act and create like entrepreneurs is a powerful way to build skills students can apply to fix problems in their community and world while helping them be more adaptable, employable and productive in the future.

## Build Entrepreneur Superpowers to Rock the Future

Futurepreneurs Academy X will build students' entrepreneurial mindset and challenge them to master and apply these important skills in new contexts and more complex challenges.

	Innovation Capacity
	Creative Problem-Solving
	Critical Thinking and Judgement
	Commercial and Enterprise Skills
	Financial Literacy
	Effective Communication
	Digital Competency
	Leadership and Teamwork
	Ambition, Confidence and Resilience