




Engaging, Online Entrepreneurship Education Experience for Primary Years 5 to 6 Students

Take Your Student on an Epic Entrepreneur Adventure

Your students will be inspired by the exciting world of entrepreneurs and work in teams on the first stages of building a start-up business:

Educators lead students through 10 levels with lots of exciting, gamified start-up business challenges to get them to solve complex problems and design awesome product solutions in no time.

Students come up with a business idea and detailed paper prototype of a physical product, service or app that solves a real-world problem. Along the way, they'll collaborate with their classmates, collect feedback on ideas and pitch their product design prototype for input to take them further.

Level 1	Kidpreneur Bootcamp
Level 2	Build Your Awesome Business Team
Level 3	Find a Real Problem to Solve
Level 4	Who Are You Solving the Problem For?
Level 5	Come Up with Great Product Ideas
Level 6	Build a Product Design Prototype
Level 7	Test Your Prototype
Level 8	How Will Your Business Make Money?
Level 9	Make Your Business Stand Out!
Level 10	Attract Customers to Sell Your Products
	Launch Your Business







How will the program work in my school?

Kidpreneur Ninjas is designed for delivery by the classroom teacher over one to two terms.

No entrepreneur or business experience is required - we provide comprehensive teaching and learning resources to support easy implementation and student engagement.

The teaching and learning resources are hosted securely on an e-Learning platform called OpenLearning and the program is available in two formats to support access for schools with capacity and availability of technology challenges.

			
Plug & play classroom delivery	Streamlined teaching resources	Engaged student learning	Rigorous pedagogy and learning outcomes

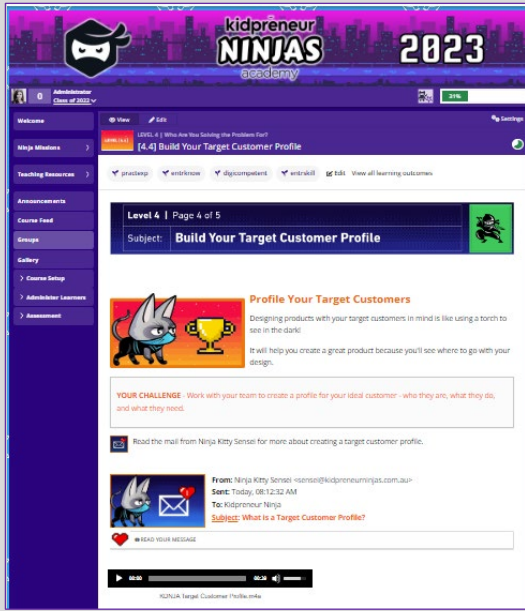
What's included in the program package?

☆	10x Levels, split into individual learning modules and challenges (+ 3x Optional extension levels)
☆	Minimum 1x 60-minute lesson per week for up to 12-weeks
☆	Teacher online account - access to student missions, lesson plans and other teaching resources
☆	Student online account - access to student start-up missions, concept briefings and challenge activities
☆	Gamified knowledge building and engaging team challenges
☆	Aligned to ANCV9.0 - HASS, Mathematics, English, Technologies (both design and digital), Visual Arts and General Capabilities
☆	Online set-up, onboarding and dedicated implementation support from Entropolis' education specialists
☆	Comprehensive program implementation handbook
☆	Culminates in showcase event - market day, pitch, expo
☆	Assessment Rubrics and Certificate of Achievement

What does the program look like for students and teachers?

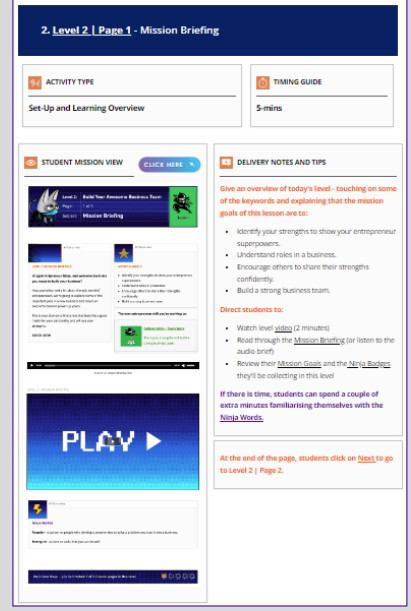
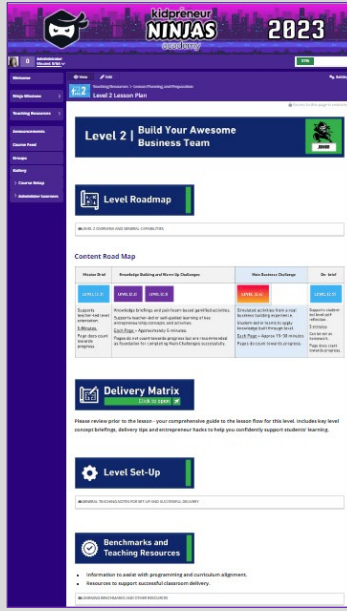
Student Missions

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



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

Kidpreneur Ninjas has been developed through consultation and collaboration between 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:

	<p>Entrepreneur Magic</p> <p>Ignite young people’s imagination and empower them to take risks and confidently explore challenges and opportunities in the world around them.</p>
	<p>Rigorous Pedagogy</p> <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>
	<p>Real-World Learning</p> <p>Contextual, engaging and relevant learning experiences, that follow real-world scenarios and processes, with clear practical applications and outcomes.</p>
	<p>Exciting Pathways</p> <p>Expose young people to a road less travelled and open their mind to new opportunities for their future they may never have considered.</p>
	<p>Conscious Inclusivity</p> <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 These Entrepreneur Superpowers to Rock Your Future

Kidpreneur Ninjas will spark students' entrepreneurial spirit and help them start building these important skills:

	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