

“ We can no longer afford to educate today’s students for tomorrow’s world with yesterday’s schools.
– John Chapin

If we teach today’s students as we taught yesterday’s, we rob them of tomorrow.
– John Dewey



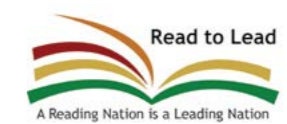
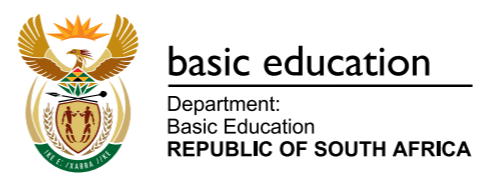
LEARN TO SUCCEED

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-  **ENTREPRENEURSHIP**
-  **EMPLOYABILITY**
-  **EDUCATION**



THE NATION'S ONE GOAL...

We should all work together towards the SINGLE GOAL OF REDUCING YOUTH EMPLOYMENT and poverty by 90% by 2030.

All progress and key performance indicators should be tracked - and wins celebrated - in the pursuit of this ONE GOAL.

E³'S ONE GOAL...

To create a new entrepreneurial South Africa of engaged citizens who are:

- building the economic engine,
- reducing poverty and unemployment and
- placing the country in a worthy position in the world family.

These future citizens are the current youth of South Africa who will benefit from the DBE-E³'s mission to prepare learners for this one goal. It does this by working with teachers to build the competencies of Character, Thinking and Connection in learners by using progressive learning methodologies such as project-based learning. Learners become engaged in their learning through these meaningful projects (in every grade and subject). The goal is for all of them to enthusiastically begin their life-long education journey at school; to leave school employable and/or skilled and motivated to be entrepreneurs.

E	ENTREPRENEURSHIP: The ability to start your own enterprise and eventually employ others
E	EMPLOYABILITY: Good critical literacy, well developed number sense and the skills to solve problems will increase employability
E	EDUCATION: School-leavers should be equipped with skills to be responsible good citizens, develop a strong character, and become lifelong learners

WHY SA NEEDS E³

The president has been very clear about the importance of getting ready, and the Department of Basic Education (DBE), in partnership with E³, have made a plan to ensure that every school-leaver is equipped to find a job (i.e. is employable), has access to further education or start an enterprise (i.e. is entrepreneurial).

The Fourth Industrial Revolution is here. How do we prepare our learners for a world of work which will be very different from our own? In line with the National Development Plan (NDP) to 2030, the National Department of Education has a responsibility to prepare learners for the 4IR. Research shows that the new world of work requires skills that would not normally be embedded in a typical curriculum. Where the focus in the past was on knowledge and some skills, there is a shift in focus to skills and competencies, and values and mindsets.

Where an excellent Grade 12 graduate had a wealth of knowledge and some skills, the E³ Grade 12 learner will have developed, *in addition to core knowledge*, character, and an understanding of the importance of collaboration and critical thinking skills.

Their world will present challenges and learners will need more than just knowledge to solve these problems. E³ aims to unlock non-negotiable skills and competencies for this changing world.

E³ learners will be survivors who have not only acquired skills but also exhibit empathy, a growth mindset and creativity. They will not turn to others for solutions – their self-efficacy and agency will ensure that they are self-sufficient and empowered.

Education systems around the world are outdated and so a national effort is needed to unpack, tackle and solve this huge and complex problem.

WHAT IS E³?

E³ is an initiative of the DBE that uses student-centred learning, including projects and games, in the existing CAPS curriculum to better prepare learners for the modern economy. The goal of E³ is to inspire 100% of learners to complete school and 100% of these learners to study further, get a job, or start their own enterprises.

By 2030, in line with the National Development Plan, E³, in partnership with the DBE, will ensure that all learners are equipped with the skills they need to own the future with confidence and agency, have a solution-seeking mindset. In this project, we call this an *entrepreneurial* mindset and this is what will be driving all E³ activities.

CALL TO ACTION

"IF IT'S GOING TO BE, IT'S UP TO ME." - THUMA MINA

In 2019 President Ramaphosa said in his State of the Nation address: "In our magnificent diversity, and despite our many differences, the people of this country answered the call of Thuma Mina (Send Me). In their multitudes, South Africans asked not what can be done for them, but what they could do for their country".

We at E³ are embarking on a process to change the way education is taught in SA schools so that our children are engaged and are prepared for the 21st Century and the challenges of Industry 4.0.



THE NEED FOR AN ENTREPRENEURIAL MINDSET

We need to advocate, develop and build an entrepreneurial (21st Century) mindset:

ENTREPRENEURIALS

- ✦ Success
- ✦ Socially relatable role-models
- ✦ Positive support

- * Constructivist learning processes - discovery learning through experience and reflection.
- * Curiosity, questioning, exploration, reflection - iteration...



- ✦ Growth Mindset
- ✦ Intrinsic Motivation
- ✦ Internal locus of control
- ✦ Regulation of emotions
- ✦ Empathy
- ✦ Foundational literacies
- ✦ Competencies
- ✦ Character qualities
- ✦ Meta-learning



THE ENTREPRENEURIAL:

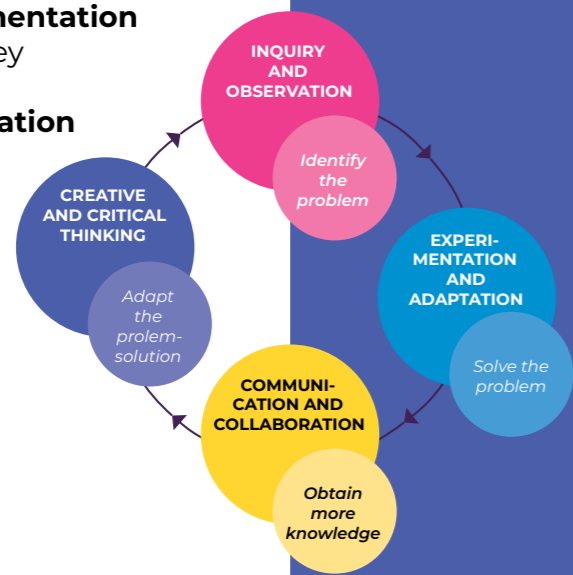
Someone of the search/discovery generation. "If it's going to be, it's up to me."

An opportunity-seeking mindset that drives purpose in the search for an intersection between their interests and abilities that also serve the needs of their fellow human beings.

PROJECT-BASED LEARNING

Project-based Learning is the vehicle E³ will initially use to build new entrepreneurial mindsets. It is the compelling problem that needs to be solved that drives the entrepreneurial mindset. “Entrepreneurials” are compelled by a problem they are trying to solve for themselves or others, seeking a problem-solution that makes a connection with their environment. Project-based learning (PBL) facilitates this process.

The process requires using **inquiry and observation** as they *identify the problem*, and **experimentation and adaptation** as they *solve the problem*. It requires **communication and collaboration** with stakeholders to *obtain more knowledge*. It requires **creative and critical thinking** to continue to *adapt the problem-solution*.



HOW WILL E³ ACHIEVE THIS?

It is of utmost importance that we:

- raise awareness
- distribute knowledge
- foster a conversation, and
- establish a culture that will encourage and effect a Mindset CHANGE amongst all decision-makers, educationalists, managers, and government officials – and of course teachers...

The impact of this initiative will be measured by a professional monitoring and evaluation team. Their processes measure the mindset and competency of teachers and learners as well as the development of schools and surrounding stakeholder communities towards the goals of E³.

The compelling goal of our E³ action is that 100% of our learners will finish their schooling career with the ability to successfully study, find a job or become a flourishing entrepreneur.



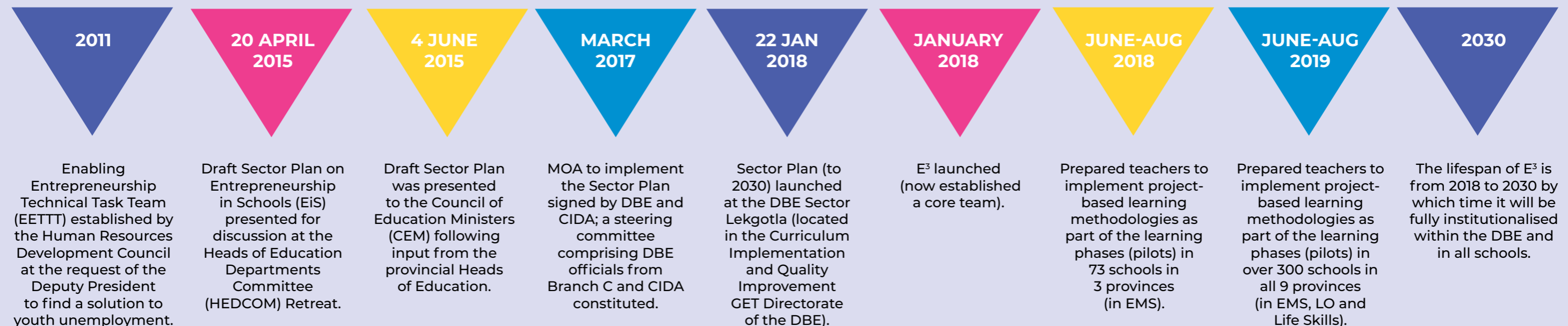
EXCITING DEVELOPMENTS THUS FAR

- Project-based methodology selected as an example of a Progressive Learning Methodology because of its applicability into the CAPs for the Assessment Task set for term three in EMS, LO and Life Skills (teachers can easily learn to integrate the new methodology in to their lessons without feeling as if it is extra work).
- Master trainers trained teachers who are now implementing the new methodology into their classrooms country-wide.
- An E³ Tribe What's App teachers' group is actively sharing the learnings and excitement of seeing their learners becoming engaged in their schooling.
- The Department of Basic Education has established a formal unit at the national department headquarters.

- The E³ team has access to all levels of the education system in preparation for this movement to ultimately become institutionalised into the school process after the learning phases are completed at the end of 2021.

We cannot solve our problems with the same level of thinking that created them
- Albert Einstein

WHAT IS THE E³ PROGRAMME TIMEFRAME?





SUPPORTING TEACHERS TO CHAMPION E³

The teacher's role is to set up a **conducive learning system** by designing **stimulating learning process and projects**; equipping learners with **appropriate tools and methods** and creating **positive learning spaces**.

Teachers will be empowered to implement Project-Based Learning and other Progressive Learning Methodologies to unlock the competencies learners need for future success.

The programme aims to create an E³ village using a WhatsApp group where teachers from different provinces share and showcase their work. Hundreds of teachers are active and engaged, inspiring their colleagues on a national scale. This is the start of our professional learning community that will be using our website and social media to share best practice and further their own skills development.



EDUCATOR'S ROLE

IN THE LEARNING EXPERIENCE:



Design stimulating learning experiences



Equip with appropriate tools and methods

Create positive learning spaces



Through training and ongoing support for teachers, the E³ programme is creating an awareness and developing skills amongst teachers to embrace learner-centred **Progressive Learning Methodologies**. Using these methodologies in classrooms every day will ensure that learners are encouraged to think for themselves, are engaged and experience school as a useful and meaningful activity.

E³ teachers will be continually empowered and have the opportunity to participate in a "black belt for teachers" quest. "Black belt" teachers will actively foster the development of global competencies inside the classroom on a daily basis and will demonstrate entrepreneurial mindsets of their own.

Principals and School Management Teams of schools where curriculum is managed and organised in the E³ way will also progressively receive recognition. We will also encourage the schools to engage in meaningful learning partnerships with parents, NGOs and other stakeholders.

E³ LEARNING MODEL

The E³ model follows a learning cycle that will foster a solution-seeking (entrepreneurial) mindset every day in every classroom.



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Let's stop asking kids what they want to be when they grow up. Ask them what problems they want to solve and what they need to learn in order to solve those problems.

- Jaime Casap, Google Education