

ENTREPRENEURIALS

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

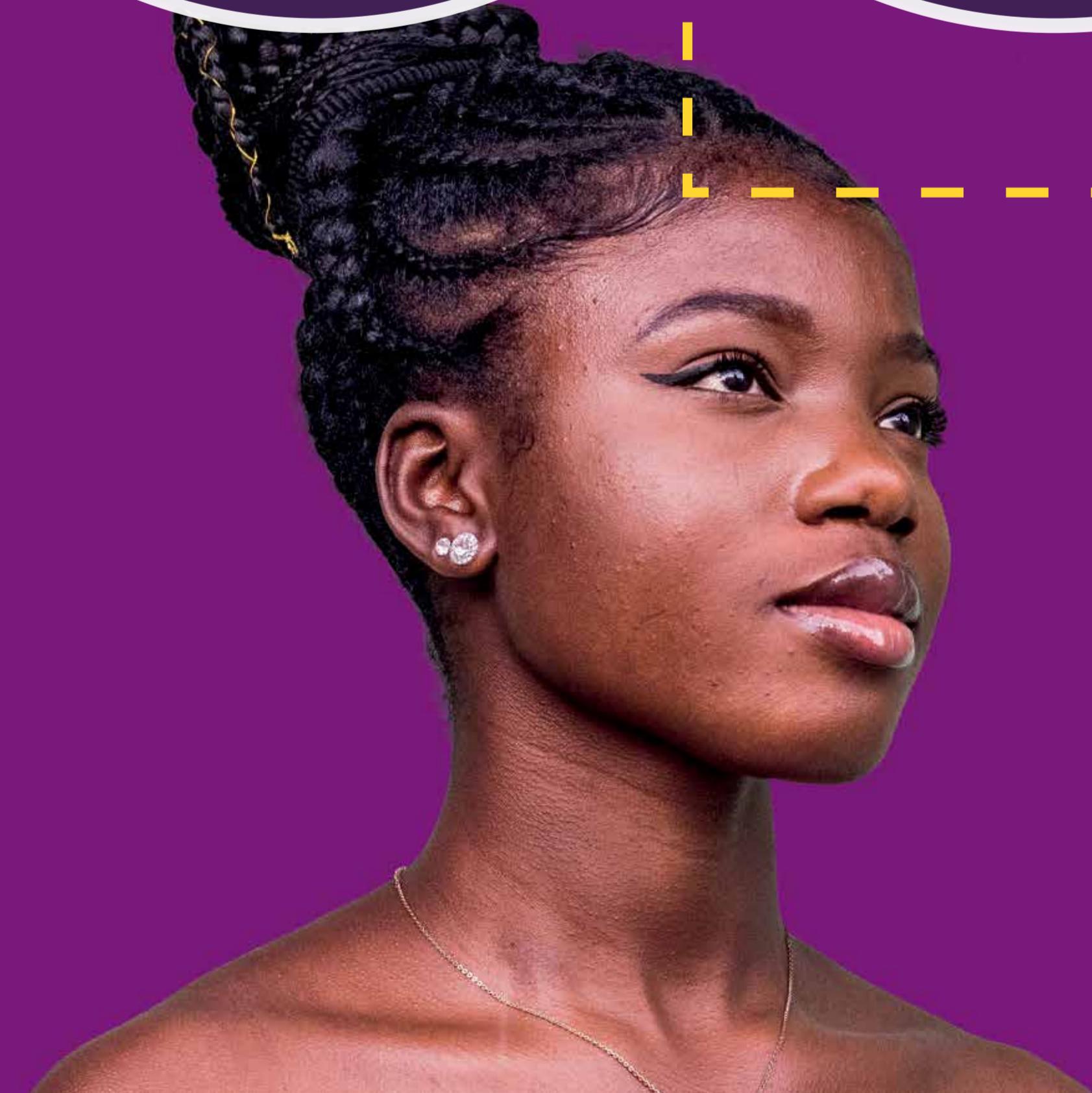


- Growth Mindset
- Intrinsic Motivation
- Internal locus of control
- Regulation of emotions
- Empathy
- Foundational literacies
- Competencies
- Character qualities
- Meta-learning

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.



PROJECTS VS. PROJECT-BASED LEARNING (PBL) (Product vs. Process)

TRADITIONAL “DESSERT” PROJECT¹:

Teacher introduces core content

Teacher tests on core content

Teacher assigns project to show understanding of core content

Student works at school and at home on project

Student hands in project to teacher

OUTCOME:

Students learn core content.
(They probably forget it a week later.)

CONTENT-FOCUSSED

AUTHENTIC AND RIGOROUS PROJECT-BASED LEARNING²:

Teacher introduces engaging project that encompasses learning. Students are excited. Students NEED TO KNOW core content to be successful.

Students use inquiry to acquire information they need in order to finish project in the library, with technology, and even with “regular lessons”.

Students practice skills and innovate unique solutions to the challenge, with opportunities for feedback and revision.

Students work in school with teacher guidance and support.

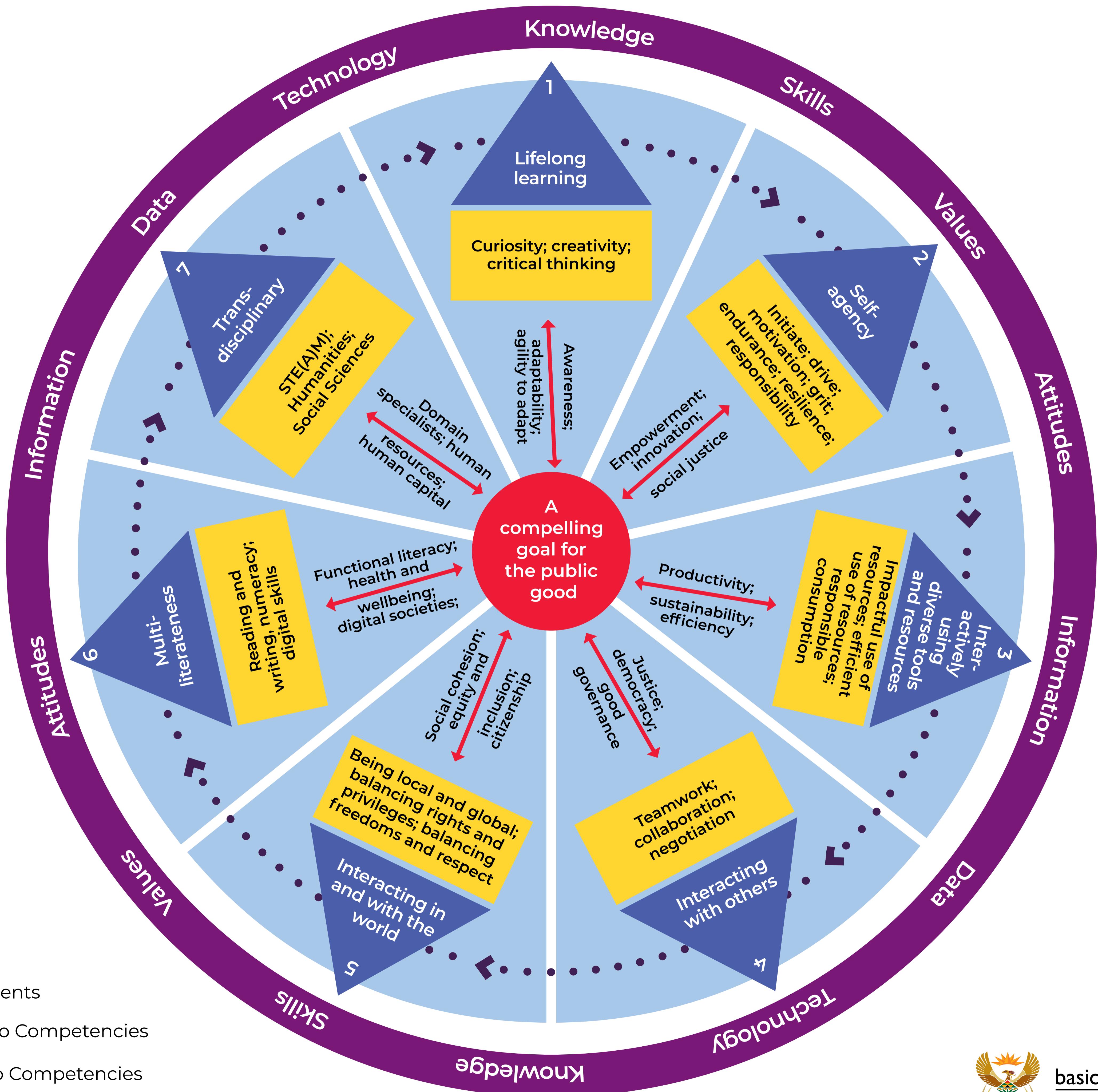
Students present their idea in a real world way, assessed on performance.

OUTCOME:

Students gain lifelong PROBLEM-SOLVING SKILLS, develop a GROWTH MIND-SET, experience a REAL-WORLD OCCUPATION, CRITICALLY AND CREATIVELY develop a new idea, COLLABORATE with peers, COMMUNICATE their solution, work on being GOAL-ORIENTED with a due date and timeline, and still learn more content.

CONTENT, COMPETENCES AND POSITIVE ATTITUDES ARE ACHIEVED.

1. Project is a nice-to-have and an afterthought, not the “main meal” (a product).
2. Project-based learning is a series of integrated activities which are considered the “main meal”, in other words, the process is as important as the product (the process).



- Elements
- Macro Competencies
- Micro Competencies
- Public good aspects





DESIGN THINKING - A FIVE-STEP PROCESS

1 DISCOVERY

I have a challenge.
How do I approach it?

2 INTER- PRETATION

I learned something.
How do I interpret it?

3 IDEATION

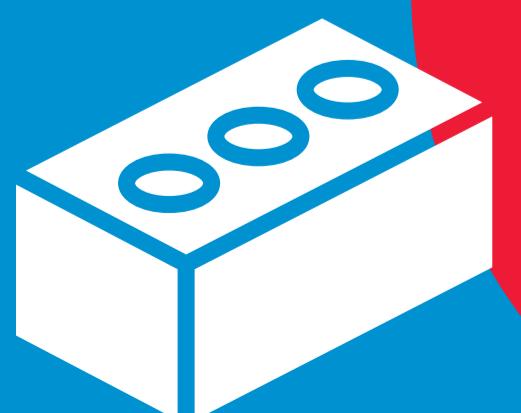
I see an opportunity.
What do I create?

4 EXPERI- MENTATION

I have an idea.
How do I build it?

5 EVOLUTION

I tried something new.
How do I evolve it?



LEARN TO SUCCEED



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3

2

1

LEARN TO SUCCEED

EDUCATOR'S ROLE

IN THE LEARNING EXPERIENCE:

Design
stimulating
learning
experiences

Equip
with
appropriate
tools and
methods

Create positive learning spaces



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THE DBE'S

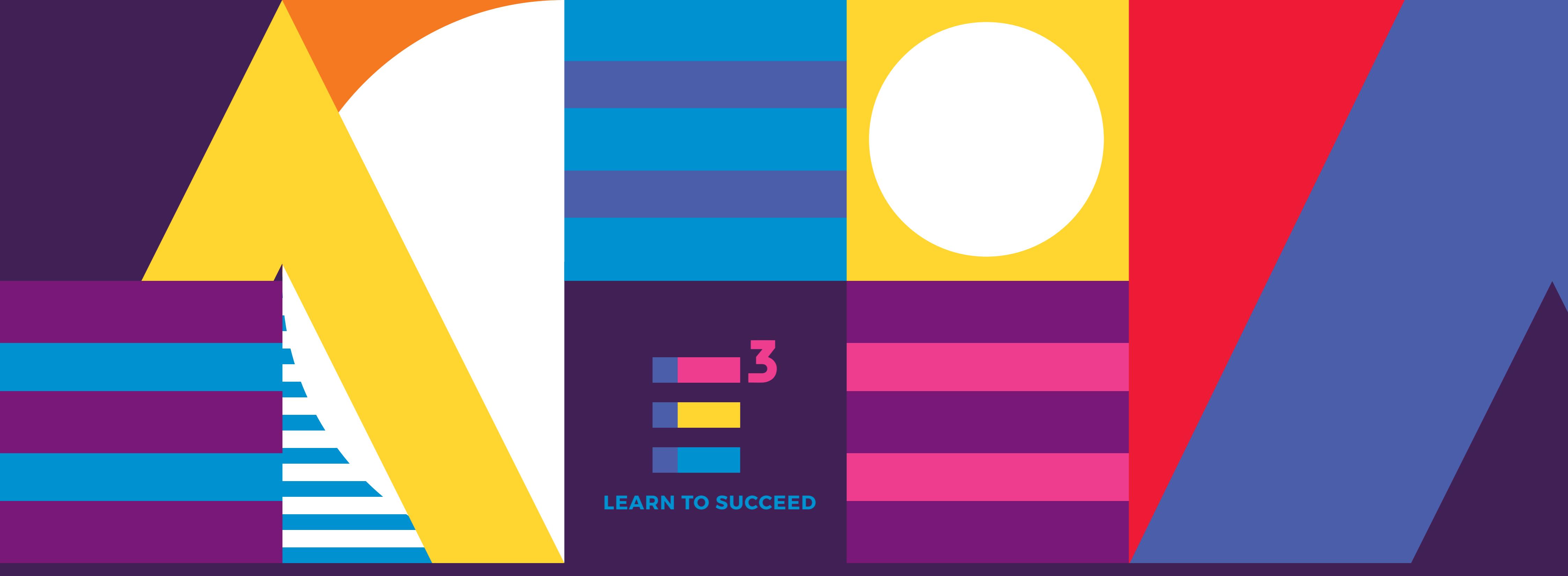
COMPETENCE-BASED

CURRICULUM GOAL

Learners should leave school with the developmental capacity:

- to interactively mobilize and ethically use information, data, knowledge, skills, values, attitudes, and technology;
- to engage effectively and act across diverse 21st century contexts;
- to attain individual, collective, and global good.





3
LEARN TO SUCCEED

EDGAR DALE'S CONE OF EXPERIENCE

PEOPLE GENERALLY
REMEMBER...
(LEARNING ACTIVITIES)

PEOPLE ARE ABLE TO...
(LEARNING OUTCOME)

10% of what they read

Read

Define
Describe
List
Explain

20% of what they hear

Hear

30% of what they see

View Images

Demonstrate
Apply
Practice

50% of what they
see and hear

Watch Videos

70% of what they
say and write

Attend Exhibits/Sites

Analyze
Define
Create
Evaluate

90% of
what
they do

Watch a Demonstration

Participate in Hands-on Workshops

Design Collaborative Lessons

Simulate, Model, or Experience a Lesson

Design/Perform a Presentation - "Do the Real Thing"

Source: (Dale, 1969)

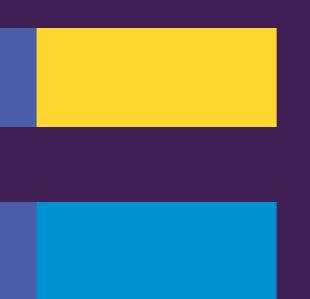


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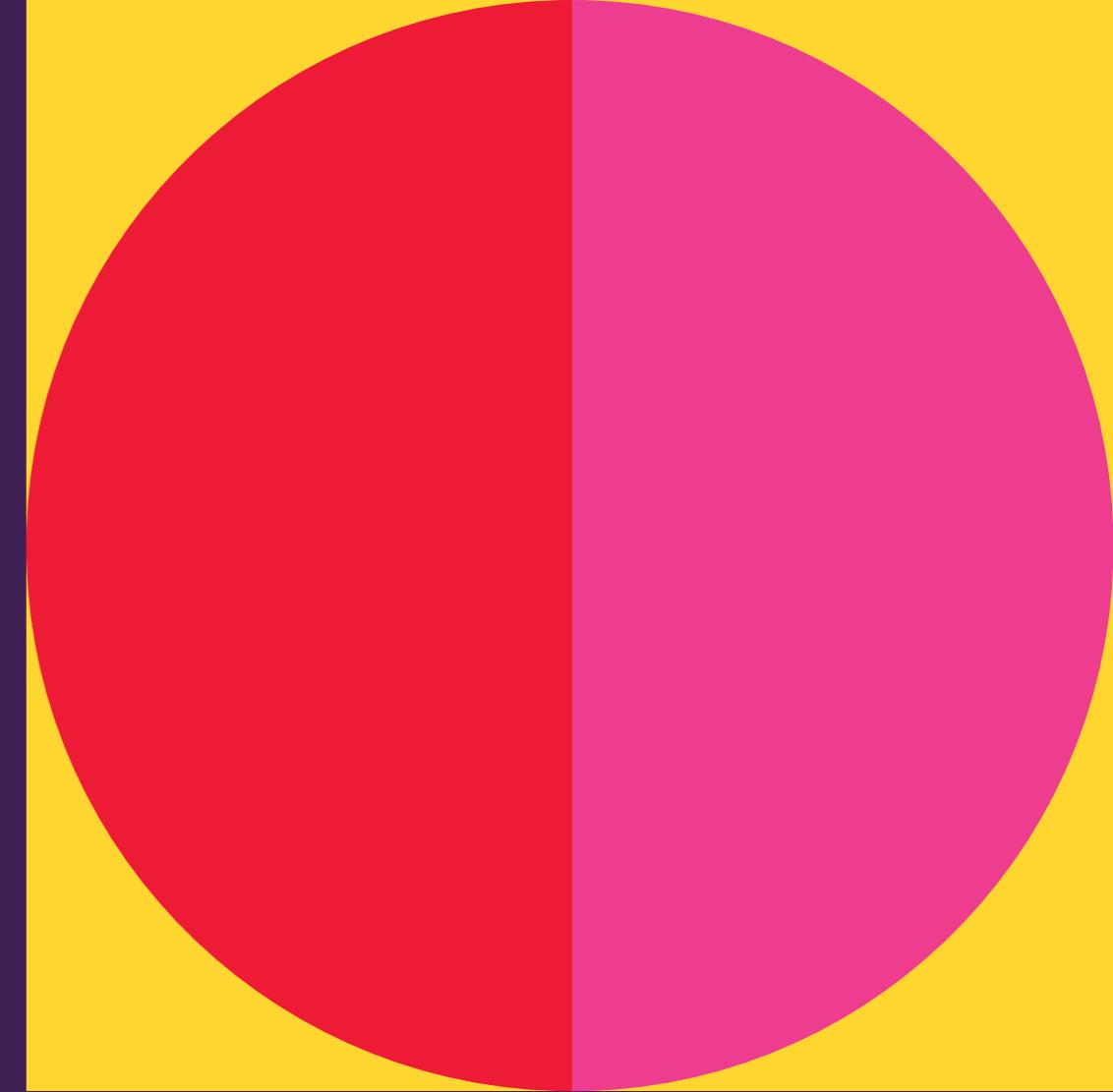
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LEARN TO SUCCEED



KOLB'S EXPERIENTIAL LEARNING CYCLE

1

CONCRETE
EXPERIENCE

Problem
Identification

2

OBSERVATION &
REFLECTION

Problem
Observation

4
ACTIVE
EXPERIMENTATION

Problem Testing

3

ABSTRACT
CONCEPTUALISATION

Problem
Solving



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Source: (Kolb, D. 1974/2011)

3

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ENTREPRENEURIAL LEARNING

CONSTRUCTIVIST:

Construct own understanding and knowledge of the world through experience and reflecting on those experiences.

Emphasizes **active engagement** through strategies such as talking (not just listening), writing (not just reading), interaction, problem-solving, and other active approaches.



BEHAVIOURIST:

Emphasizes changing behaviour through **rewarding** correct performance.



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WHAT KIND OF MINDSET DO YOU HAVE?



FIXED MINDSET

I'm either good at it, or I'm not.

When I'm frustrated, I give up.

I don't like to be challenged.

When I fail, I'm no good.

Tell me I'm smart.

If you succeed, I feel threatened.

My abilities determine everything.



GROWTH MINDSET

I can learn anything I want to.

When I'm frustrated, I persevere.

I want to challenge myself.

When I fail, I learn.

Tell me I try hard.

If you succeed, I'm inspired.

My effort and attitude determine everything.

