

Partner: OŠ Borcev za severno mejo

Title of the activity: **Product for school market**

The background of the activity: At school, selling at the market (Christmas and Easter) is a common practice. We decided that the children would suggest and choose the product themselves, make it themselves and also try to sell it at the market. The goal is that students bring the whole thing from idea to product and sales by themselves. This is how they develop creativity, entrepreneurial mind-set, cooperation, and design thinking.

Goals:

- Awareness-raising
- Practising theory
- Acquaintance with a specific profession
- Teambuilding
- Introduction to project work
- Introduction to planning skills
- Decision-making simulation
- Exploring and brainstorming

Design-thinking phases taught by the activity

- Empathising
- Problem definition
- Generating solutions
- Prototyping
- Testing
- Implementation and promotion

Learning setting

- Non-formal (e.g., organised learning, might be unintentional, students follow teacher's recommendations, leisure activities, voluntary activities)
- Formal (e.g., intentional and organised learning, integrated into the curriculum)
- Only classroom learning
- Only online learning
- Blended learning (mixing of online and classroom learning)

Inclusion of the Littlebigentrepreneurs computer game in the activity

- Littlebigentrepreneurs computer game not to be used
- Pre-instructional strategy (for advanced users)
- Co-instructional strategy (for an example or practice of learning in a domain)
- Post-instructional strategy (e.g. for assessment, refreshing and synthesis)

Tools and learning materials used in the activity

- Pieces of paper (e.g., posters)
- Post-it notes
- Lists, worksheets, forms, templates
- Readings
- Questionnaires, surveys
- Interviews
- Additional computer applications, digital media
- Others (list all in the box):

Description of steps

Information about individual steps of the learning activity that enables its actual implementation in the class

Step 1	45 minutes	Brainstorming. We present the purpose to the class: students are collecting ideas for the product that would sell best (attracted customers) in the market. It is a product that they make by themselves.
Step 2	45 minutes	Students work in groups. They have to agree on which product they will choose, how long it will take to make one and then more products. What material would you need? At the end of the second phase, they decide which product to create.
Step 3	45 minutes	They make a prototype of the product (draw the product with all the details).
Step 4	45 minutes	Production of an advertising poster. Students think about how they will advertise their product.

Additional tips for effective implementation of the learning activity

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