

Impact

Impact on Student EntreComp Competencies



Spotting Opportunities

Ideas and opportunities

Use your imagination and abilities to identify opportunities for creating value



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Creativity

Ideas and opportunities

**Develop creative and
purposeful ideas**

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Vision

Ideas and opportunities

**Work towards your
vision of the future**

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Valuing Ideas

Ideas and opportunities

Make the most of ideas and opportunities

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Ethical and Sustainable Thinking

Ideas and opportunities

Assess the consequences and impact of ideas, opportunities and actions

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Self-awareness and Self-efficacy

Resources

**Believe in yourself and
keep developing**

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Motivation and Perseverance

Resources

Stay focused and
don't give up



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Mobilizing Resources

Resources

Gather and manage the resources you need

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Financial and Economic Literacy

Resources

Develop financial and economic know how

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Mobilizing Others

Resources

Inspire, enthuse and
get others on board



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Taking the Initiative

Into Action

Go for it

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Planning and Management

Into Action

**Prioritize, organize
and follow-up**



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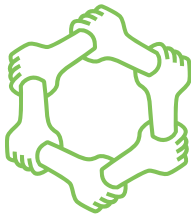
Coping with Uncertainty, Ambiguity and Risk

Into Action

**Make decisions dealing with
uncertainty, ambiguity and risk**

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Working with Others

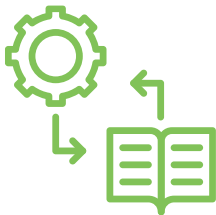
Into Action

**Team up, collaborate
and network**



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Learning Through Experience

Into Action

Learn by doing

Design



Evidence of Student Learning

What are the elements that will contribute to the evidence of the student learning? How will you collect evidence of student learning? Which tools will you use to do it?

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Learning Outcomes Assessment



Skill Assessments and Tests

Standardized tests, quizzes, and exams (both formative and summative) to assess specific knowledge or skills related to the course content.

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Learning Outcomes Assessment



Portfolios

Collecting samples of a student's work over time, such as projects, assignments, and reflections, provides a comprehensive view of their growth and competence.

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Learning Outcomes Assessment

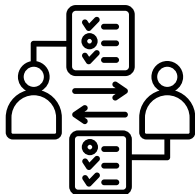


Self-Assessments and Reflections

Asking students to evaluate their own skills or understanding through structured reflection exercises, checklists, or questionnaires.

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Learning Outcomes Assessment



Peer Assessments

Having students assess each others work, which can reveal competence levels while developing collaborative and evaluative skills.

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Learning Outcomes Assessment

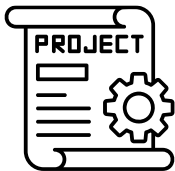


Observations and Anecdotal Records

Instructors observing students in class or group activities, noting behaviors and interactions that demonstrate competence.

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Learning Outcomes Assessment



Project-Based Assessments and Practical Exams

Observing students performing tasks in real-world or simulated settings to evaluate their ability to apply knowledge and skills practically.



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Learning Outcomes Assessment

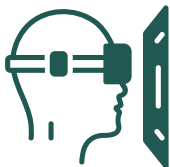


Interviews and Oral Examinations

One-on-one discussions or oral exams where students explain concepts or solutions, providing insights into their reasoning and level of competence.

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Learning Outcomes Assessment



Scenario-Based Questions, Simulations and Case Studies

Presenting students with (realistic) scenarios or case studies, allowing for practical assessment of competencies in a controlled setting.

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Teaching Methodologies



Lecture-Based Learning

Instructor-led sessions focusing on delivering content and key concepts.

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Teaching Methodologies

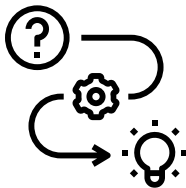


Discussion-Based Learning

Facilitated conversations that allow students to engage with the material and each other.

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Teaching Methodologies



Problem-Based Learning

Students learn by solving complex, real-world problems.

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Teaching Methodologies



Case-Based Learning

Using case studies to analyze real or simulated situations to apply theoretical knowledge.

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Teaching Methodologies



Project-Based Learning

Students work on long-term projects that integrate multiple skills and knowledge areas.

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Teaching Methodologies

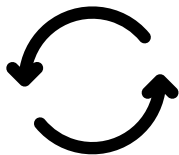


Experiential Learning

Hands-on activities that allow students to learn through experience, such as labs, fieldwork, or simulations.

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Teaching Methodologies



Flipped Classroom

Students learn content independently before class, using in-class time for hands-on activities.

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Teaching Methodologies



Gamified Learning

Using game elements, such as points, levels, and rewards, to enhance engagement and motivation.

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Teaching Methodologies

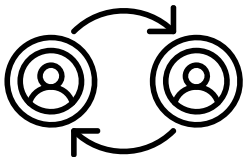


Role-Playing and Simulations

Students take on roles or participate in simulations to understand perspectives and practice skills.

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Teaching Methodologies

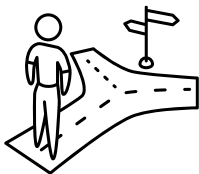


Peer Teaching and Peer Assessment

Students teach each other and provide feedback, reinforcing their understanding.

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Teaching Methodologies

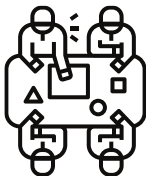


Self-Directed Learning

Learners set goals and independently navigate their learning journey with minimal instructor intervention.

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Teaching Methodologies



Work-Based Learning

Integrating academic learning with work experiences relevant to the field.

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Teaching Methodologies



Field Trips and Site Visits

Hands-on learning experiences outside the classroom to reinforce concepts.