Erasmus Mobility Academy
REGISTERED ERASMUS+ PROVIDER · OID E10304561
Cumhuriyet Mah. 1637 Sk. Yaşar Şahin Apt. No:3/2 Yenişehir/MERSİN
info@erasmusmobilityacademy.com · +90 530 319 40 65

DOCUMENT Daily Programme
ISSUED 27 November 2026

DAILY PROGRAMME

Education Meets Entrepreneurship: From Learners to Changemakers

DURATION	DAILY SCHEDULE	LANGUAGE
5 days · 25 hours	09:30–14:30 Monday to Friday, with coffee breaks	English (B1+)

COURSE CENTRES	GROUP SIZE
Rome Dates and cities of the scheduled sessions are listed on the course page.	Max 20 participants

Week at a glance

DAY 1	DAY 2	DAY 3	DAY 4	DAY 5
Understanding Entrepreneurship as an Educational Competence	Recognising Opportunities and Creating Value	From Ideas to Entrepreneurial Learning Experiences	Experimenting, Prototyping and Learning from Feedback	Empowering Learners and Assessing Value Creation

Day by day

Day 1

Understanding Entrepreneurship as an Educational Competence

- **Theme:** From teaching knowledge to empowering initiative.
- **Output:** Entrepreneurial Competence Map — the competences and behaviours to be developed in your learners — and initial learning objectives.
- **CreActionality™ focus:** Creativity and Rationality — exploring what entrepreneurial competence means and mapping it in school life.
- **Key topics:** what entrepreneurship means in an educational context; entrepreneurship beyond business creation; the EntreComp framework and entrepreneurial competences; initiative, creativity, self-efficacy, collaboration and responsibility; the role of teachers as facilitators of entrepreneurial learning; identifying opportunities to develop entrepreneurial competences across subjects
- **Activities:** Entrepreneurial competence self-assessment. Mapping entrepreneurial behaviours in everyday school situations. Analysis of educational examples and good practices.

Day 2

Recognising Opportunities and Creating Value

- **Theme:** Helping learners identify needs and turn them into opportunities.
- **Output:** Opportunity and Challenge Canvas — a structured analysis of a real-world challenge suitable for an educational activity.
- **CreActionality™ focus:** Creativity — observing, identifying opportunities and reframing problems.
- **Key topics:** understanding needs, problems and opportunities; observing the local community and the world around us; social, environmental, cultural and economic value creation; from problem identification to opportunity framing; developing curiosity, empathy and an opportunity-oriented mindset
- **Activities:** Community and stakeholder mapping. Challenge discovery. Opportunity identification workshop. Reframing problems as opportunities for action.

Day 3

From Ideas to Entrepreneurial Learning Experiences

- **Theme:** Designing activities that turn creativity into action.
- **Output:** Learning Experience Design — a practical learning activity that develops entrepreneurial competences — and an initial project concept.
- **CreActionality™ focus:** Creativity and Rationality — developing ideas into value propositions and learning activities.
- **Key topics:** creative thinking and collaborative ideation; applying Design Thinking to entrepreneurship education; from ideas to value propositions; designing interdisciplinary and challenge-based learning activities; supporting student autonomy, teamwork and initiative
- **Activities:** Idea generation and selection. Development of a value proposition. Design of a student-centred learning experience. Peer feedback and refinement.

Day 4

Experimenting, Prototyping and Learning from Feedback

- **Theme:** Encouraging learners to test ideas and learn through action.
- **Output:** Student Project Prototype — a concept or prototype developed through an experiential learning process — and a Testing Plan.
- **CreActionality™ focus:** Action — testing, learning from feedback and adapting.
- **Key topics:** the importance of experimentation in entrepreneurial learning; prototyping simple solutions with limited resources; testing ideas with potential users and stakeholders; learning from mistakes and adapting solutions; collaboration, communication and resource mobilisation; digital tools and AI as support for learning and experimentation
- **Activities:** Rapid prototyping workshop. Simulation of student project development. User feedback and testing, with fellow participants in the role of learners and stakeholders. Reflection on learning processes and team dynamics.

Day 5

Empowering Learners and Assessing Value Creation

- **Theme:** From educational activities to lasting competences.
- **Output:** Complete Entrepreneurial Learning Experience and implementation roadmap.
- **CreActionality™ focus:** Action and reflection — implementing ideas and assessing the value they create.

- **Key topics:** how to facilitate learner initiative and ownership; creating opportunities for students to present and implement their ideas; assessing entrepreneurial competences through practical evidence; measuring learning outcomes and value creation; integrating entrepreneurial learning into school strategies and curricula
- **Activities:** Finalisation of the Entrepreneurial Learning Experience. Development of assessment criteria and indicators. Peer review and presentations of participants' learning experiences. Individual implementation planning.

PLEASE NOTE

Sessions run from 09:30 to 14:30, Monday to Friday, with coffee breaks. Timings can shift a little to suit the venue and the group.

Course activities and content may vary depending on participants' needs and the trainer leading the session; any changes are at the trainer's discretion. If there is a specific topic you would like included, please let us know — content-related requests must reach us at least 3 weeks before the course start date so we can confirm them in time.

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COURSE PAGE

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