

# Entrepreneurship in schools: good practice from Slovenia

by Valerij Dermol | Anica Novak Trunk | Alenka Frangeš | Denis Kokolj | International School for Social and Business Studies, Slovenia | International School for Social and Business Studies, Slovenia | Osnovna šola Borcev za severno mejo, Slovenia | Osnovna šola Borcev za severno mejo, Slovenia

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In the last decade, significant shifts in entrepreneurship promotion are visible thanks to the Strategy for introducing entrepreneurial education in the regular education system for 2007-2013. The main projects of promoting entrepreneurship recently are the program Promoting Creativity, Entrepreneurship and Innovation among Young People implemented by SPIRIT in the form of entrepreneurial circles, the UStart project - Challenges of entrepreneurship for young people (2015-2018), and COURAGE - Strengthening the competence of entrepreneurship and promoting flexible transition between education and environment in primary schools. In addition, the last decade has been marked by the implementation of seminars and workshops for teachers, aiming to introduce pedagogical methods that will promote entrepreneurial skills and supervise teachers on implementing entrepreneurship in primary schools. Trained and qualified teachers who approach this field with great enthusiasm and students who join the activities voluntarily and are willing to take the spirit from the mentor are crucial for the successful introduction of entrepreneurship in schools.

Within the LittleBigEntrepreneurs project, we will promote entrepreneurship based on various activities that encourage entrepreneurial mindset and within the Little Big Entrepreneurs game. The general idea of the game in the Little Big Entrepreneurs project is to simulate a Design Thinking Process for a new Space Cruise Ship to take tourists through space. The game will be launched in June 2022 and tested in Slovenia, Greece, Portugal and Estonia schools, among children aged 6 to 10. The creation of the game is based on desk research and focus groups conducted in the project countries.