



Train2Sustain – developing capacity to teach sustainability in VET

Learning Activity nr. 05

Sustainable SHARK TANK

Projektnummer: 2020-1-FI01-KA202-066632

ACTIVITY NAME	A05 Sustainable SHARK TANK
OBJECTIVES	<ul style="list-style-type: none"> ▪ Gain a critical perspective that contributes to sustainability ▪ Find creative solutions for environmental problems ▪ Develop sustainable entrepreneurial and business skills ▪ Develop presentation and argumentation skills ▪ Plan and conduct an elevator pitch of product ▪ Develop a sustainable business plan ▪ Develop marketing materials for a sustainable product/service ▪ Develop teamwork skills ▪ Develop problem solving skills
DESCRIPTION	<p>1. Explain the activity to the students (briefing) Students need to create a business of a sustainable effective solution to any issue they feel important. They need to prepare a presentation and a plan. Those they present for the jury, which could be another group, and the jury decides do they approve it or would they invest for that idea.</p> <p>2. Run the activity</p> <p>Innovate and get the idea Lessons 1-4 (each 45 min)</p> <ol style="list-style-type: none"> 1. Students get an idea and try to find out possible issues they want to solve. They need to find out more about issue from different sources and more about already existing solutions. 2. Students try to innovate new solutions or combinations of current solutions. 3. Students prepare a business plan or a plan how their idea could be used. 4. Students prepare a presentation to be presented and marketed to the jury. <p>Market and pitch the idea Lessons 5-8 (each 45 min)</p> <ol style="list-style-type: none"> 5. Students rehearsal they presentations and learn more about sustainable marketing values. 6. ... 7. ... 8. Students present their presentations for jury. The Lessons depend on how many groups there are. <p>Peer review and feedback Lessons 9-10 (each 45 min)</p>

	<p>9. Peer feedback and other feedback is given. Students check their feedback in their groups and make self evaluation.</p> <p>10. Teacher gives the evaluation and groups compare their results and learn from others ideas.</p> <p>Final Evaluation Evaluation is combination of teacher evaluation, students' peer reviews and other participating (companies, collaborators or other people involved in activity) stake holders feedback.</p> <p>Teacher evaluates:</p> <ul style="list-style-type: none"> - Business plan - Skills <ul style="list-style-type: none"> o Team work o Entrepreneurial skills o Problem solving skills o Presentation skills o Marketing skills - Knowledge base <ul style="list-style-type: none"> o Sustainability principles and values o Technical knowledge o Subject knowledge o Business and entrepreneur knowledge <p>Other students give their peer feedback and evaluation.</p> <p>Group self evaluates themselves.</p> <p>Other stakeholders give their feedback.</p> <p>Teacher combines all feedback together and gives final grading or evaluation.</p> <p>Remark! It is important to apply evaluation to every step and phase whenever it is possible or needed.</p>
<p>TIME TO PLAY</p>	<p>Total time: 10 lessons (45 mins each)</p> <p>-----</p> <p>Preparation time: 5-15 mins /each lesson</p> <p>Briefing time: 5-10 mins / each lesson</p> <p>Activity time: 315 min</p> <p>Evaluation time: 90 min</p>
<p>INDIVIDUAL or GROUP</p>	<p>Group or Individual, recommend to be group activity</p> <p>Number of groups: 5-10</p> <p>Number of students per group: 2-4</p> <p>Roles: product owners and entrepreneurs, Jury member</p>

<p>MATERIAL FOR TEACHER</p>	<ul style="list-style-type: none"> ▪ Internet access if digital notebooks or paltforms are used ▪ Papers, pens, marker etc if non-digital methods used ▪ Business plan guidance based on local legislation
<p>MATERIAL FOR STUDENT</p>	<ul style="list-style-type: none"> ▪ Internet access if digital notebooks or paltforms are used ▪ Papers, pens, marker etc if non-digital methods used ▪ Business plan guidance based on local legislation
<p>LAY OUT</p>	<p>Any structure of classroom supporting group working based on number of participants. Teacher is nor restricted to use only classroom and can let student work in various places (online, library, cafe).</p>