

Enterprise Challenge Day

Lesson 1 Introduction in Hall (all pupils)
School staff will have divided the pupils into groups of 5, labelled tables and provided basic kit of ruler pencils and pens.

The Enterprise Challenge
What is enterprising, the patent game
Know your strengths and weaknesses exercise.
Allocate job roles.

Lesson 2
Market sector and top five products, decide on possible product
4 x 4 design exercise.
Continue designing and Finalise design
Complete the “finalising your materials” sheet and buy materials (only the buyer allowed to the shop) (shop to be manned by school staff.)
Team member responsible for ICT to work through using ICT sheet
Work on the “ What’s your Strap line or Slogan” sheet.
Start to plan your presentation.

Lesson 3 and 4 (ICT room available for two members of each team, ICT room to have staff cover)

Make the first product. Evaluate and make any necessary changes
Decide on materials requirements for the additional 4 products
Buy materials (only the buyer allowed to shop)
Start to produce publicity materials (using ICT, fliers, posters etc)
Make four more identical products

Lesson 5 Groups, tidy up immediate work area and run through presentations.
Groups of approx five teams move into classrooms for initial selection of winners.

Lunch

Lesson 6 Final presentations to Dragons and selection of winners.

For each group the school to provide. A table, 5 chairs, 5 pencils, 1 eraser, 2 rulers, one set of felt tips, 1 pair of scissors.