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Theme: *Entrepreneurial learning*
Project title: *Implementation of LoopMe app*

City: Gothenburg, Sweden, District Västra Hisingen

Target group: Primary and junior secondary level students (6-16 years)

Context, issue(s) to tackle

As per its Europe 2020 strategy, the European Union needs smart, sustainable and inclusive growth. The ELAN project, in which the LoopMe app is tested and refined, focuses on the need for smarter growth by taking on one of the challenges already identified in the Oslo Agenda for Entrepreneurship Education – the need for a systematic focus on and approach to entrepreneurial learning. Entrepreneurship is a key competence for the future employability and future wellbeing of active citizens and the majority of EU countries have already put effort into formulating a strategic approach to entrepreneurship. However, one area seems yet to be explored – the art of linking the activities to a foreseeable and desired outcome. This project aims to clarify this link – or its lack thereof – as well as the latter's impact on the education system's motivation to work entrepreneurially in a systematic way.

Objectives

The aim of this project is to decrease the early drop-out rates in schools by focusing on the importance of assessing entrepreneurial learning.

The goals are:

- analysing how the levels of entrepreneurship/entrepreneurial competences (ECs) can be assessed in primary and secondary education through the innovative use of ICT (in this case an app in three languages, which helps pupils self-assess and teachers assess pupils)
- analysing the perceived process of using innovative ICT for assessing entrepreneurial competences (EC) from the perspective of the pupil as well as the teacher
- gaining more knowledge on the best uses of innovative ICT in the participating regions and schools for assessing ECs
- learning more about the link between entrepreneurial learning (EL) assessment and motivation among teachers to promote systematic entrepreneurial work
- boosting pupils' motivation and learning activity in the participating schools

Date of achievement - design, development, implementation

The project was launched in October 2014 and will conclude in 2017. It is funded by the European Union's Erasmus+ programme and the project's owner is the district. The app is developed by Chalmers University of Technology.



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Key steps and activities

- We test, in an iterative process, an app for smart phones or tablets that measures level of entrepreneurial learning in three schools, each pursuing a different approach to entrepreneurial learning/entrepreneurship. The app is tested from the perspective of both the pupil (self-assessment) and the teacher. Based on our findings, the strategies for assessing entrepreneurial education will be adjusted and re-tested during the project's second phase
- Our analysis will be based on in-depth interviews, workshops and quantitative data processed by using an analysis programme
- Through the classroom tests with tutoring support and through the workshops, we will increase our knowledge and also our capacity to use innovative ICT for assessing EL/EC in the participating regions and schools

Budget and its origin

The app is free of charge. The research done by Chalmers University is financed by the European Union. The budget of the entire project (covering three countries) is €250,000.

Results and impact

It is too early to draw any definitive conclusions as we have just started the test phase. However, we expect the project to:

- make it easier to follow each individual student's experience and learning
- reduce response time to problems
- encourage silent students to participate
- help gauge the sentiments of the group's members
- make it easier to take follow-up action based on parts of a course/module
- facilitate formative assessment/support
- make it easier to give support to unmotivated students at risk of not reaching their goals
- provide a way to measure/assess the development of entrepreneurial competencies
- enable teachers to support students with their reflection on learning
- open up important student insights for further discussion
- identify a quick way to capture good ideas and input from students

Transferability tips for cities willing to implement a similar scheme

Make sure you have the required technical capacity and support from day one to handle the app. Inform parents and pupils way in advance and make sure you also give continuous feedback to the app developers so that it is refined in the way best suited for your school system. Apply a pedagogical approach to the app's initiation during the classroom activities. We suggest the use of value-based pedagogy.



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Contact

Daniela Ölmunger

daniela.olmunger@vh.goteborg.se

Mobile: +46-707850201

Postal address: SDF Västra Hisingen, Höstvädersgatan 1, 418 22 Göteborg, Sweden

Website, social media

www.loopme.se

<https://www.youtube.com/watch?v=Su4kIxIYEek>

<https://www.youtube.com/watch?v=PoQnDZGTASI>

<https://www.youtube.com/watch?v=etnUcBbkfxs>

<https://www.youtube.com/watch?v=rVDtCsDI8Vk>