

Promoting Entrepreneurial mind-set in Primary Schools through Digital Games, Entrepreneurial Activities, and Initiatives

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Abstract

The importance of entrepreneurship education for young people cannot be overstated. It equips them with the skills and attitudes needed to explore various opportunities, solve problems creatively, take risks, and be accountable. The European Union recognizes this and seeks to promote entrepreneurship education at all levels of education, with primary schools focusing on skills and attitudes, secondary schools on competencies and skills, and tertiary education on specific knowledge.

To this end, the Erasmus+ project LittleBigEntrepreneurs was launched between October 2020 and September 2023. It targets children aged 6 to 10 and teachers and features an innovative computer game that guides children through a design thinking process to create and launch an innovative product, with support from educators or on their own. The game, which involves creating and launching a spaceship to take tourists into space, was tested in schools in Slovenia, Greece, Portugal, and Estonia in spring 2023, with overwhelmingly positive feedback from both teachers and children. The project also includes several non-digital activities to encourage design thinking among children.

Slovenia, Greece, Estonia, and Portugal have made significant strides in promoting entrepreneurship education in primary schools, with initiatives that include teacher training activities, the integration of entrepreneurship education into school subjects, and elective entrepreneurship education in primary schools in Estonia. Ongoing initiatives such as the SPIRIT program in Slovenia, Labs Skills in Greece, the Entrepreneurship Village initiative in Estonia, and the Innovate! Young Creative People, Entrepreneurs for the 21st Century contest in Portugal have been successful in promoting entrepreneurship education among school children.

In conclusion, the LittleBigEntrepreneurs project builds on existing good practices and initiatives in all partner countries, and its successful implementation is likely to further enrich these efforts.

Keywords: entrepreneurship education, design thinking, innovative digital games, primary schools, Erasmus + project LittleBigEntrepreneurs