

INNOVATION, ENTREPRENEURSHIP AND TRAINING IN THE FOOD SECTOR



EntreComp: The Entrepreneurial competence framework



Alimentaria



Co-funded by the COSME programme
of the European Union



The European Entrepreneurship Competence Framework EntreComp

European Commission -Joint Research Centre (JRC)

The only service of the European Commission directly in charge of research/

Provide scientific advice and technical know-how to support EU policies

JRC Seville: Socio-economic studies on Growth and Innovation (~400p)



EntreComp

The EC has identified 8 key competences, which all individuals need for:

- personal fulfilment and development
- employability
- social inclusion
- sustainable lifestyle
- successful life in peaceful societies
- health-conscious life management and active citizenship

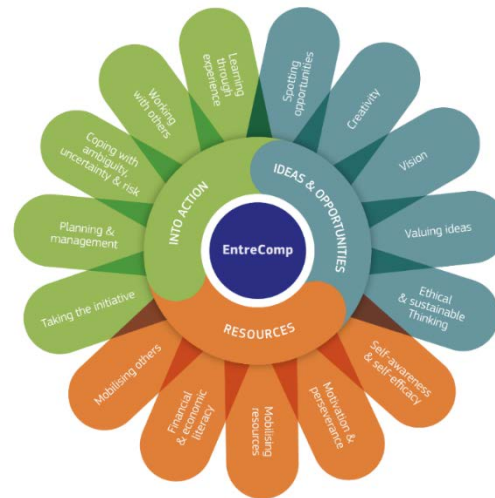


European Competence Frameworks

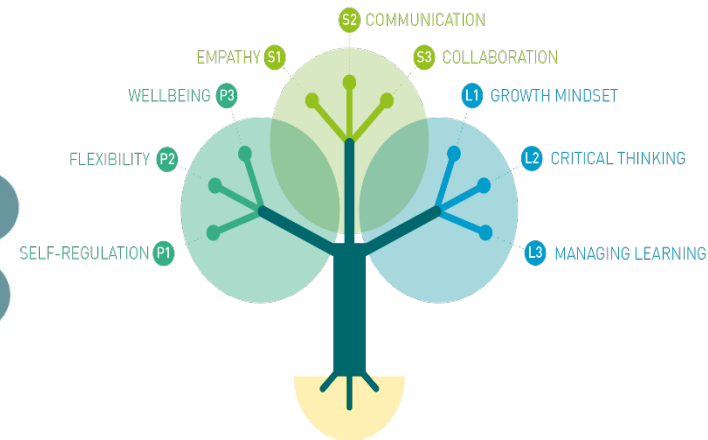
- DigComp, 2013



- EntreComp, 2016



- LifeComp, 2020



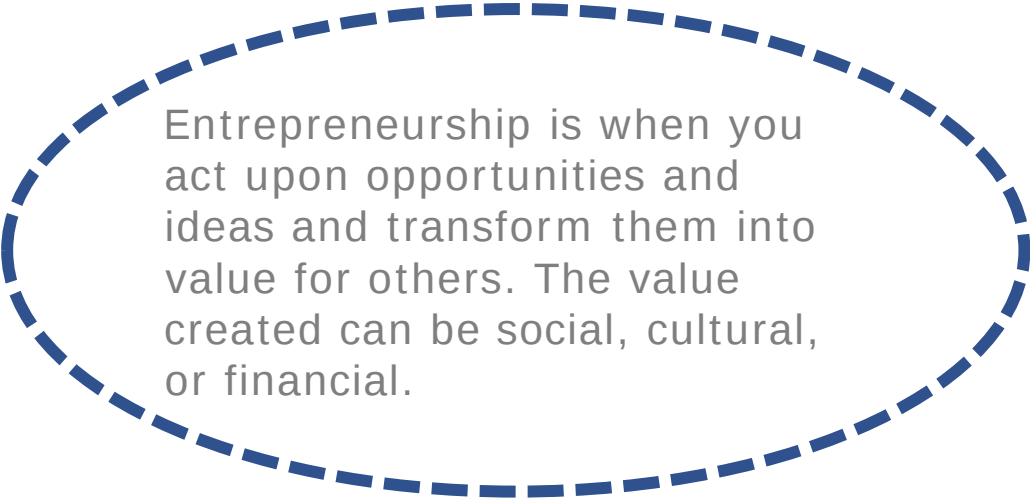
- GreenComp, 2022



- DigComp 2.0, 2016
- DigComp 2.1, 2017

EntreComp

Embracing the European Entrepreneurship Competence framework (EntreComp) means believing that everyone can learn to become more entrepreneurial and act more entrepreneurially.



Entrepreneurship is when you act upon opportunities and ideas and transform them into value for others. The value created can be social, cultural, or financial.

Everyone means EVERYONE: Learners, educators, parents, employees, civil servants, managers, third sector leaders or business owners can create greater value for others.

All of us can develop an entrepreneurial mindset that improves our personal and professional development.

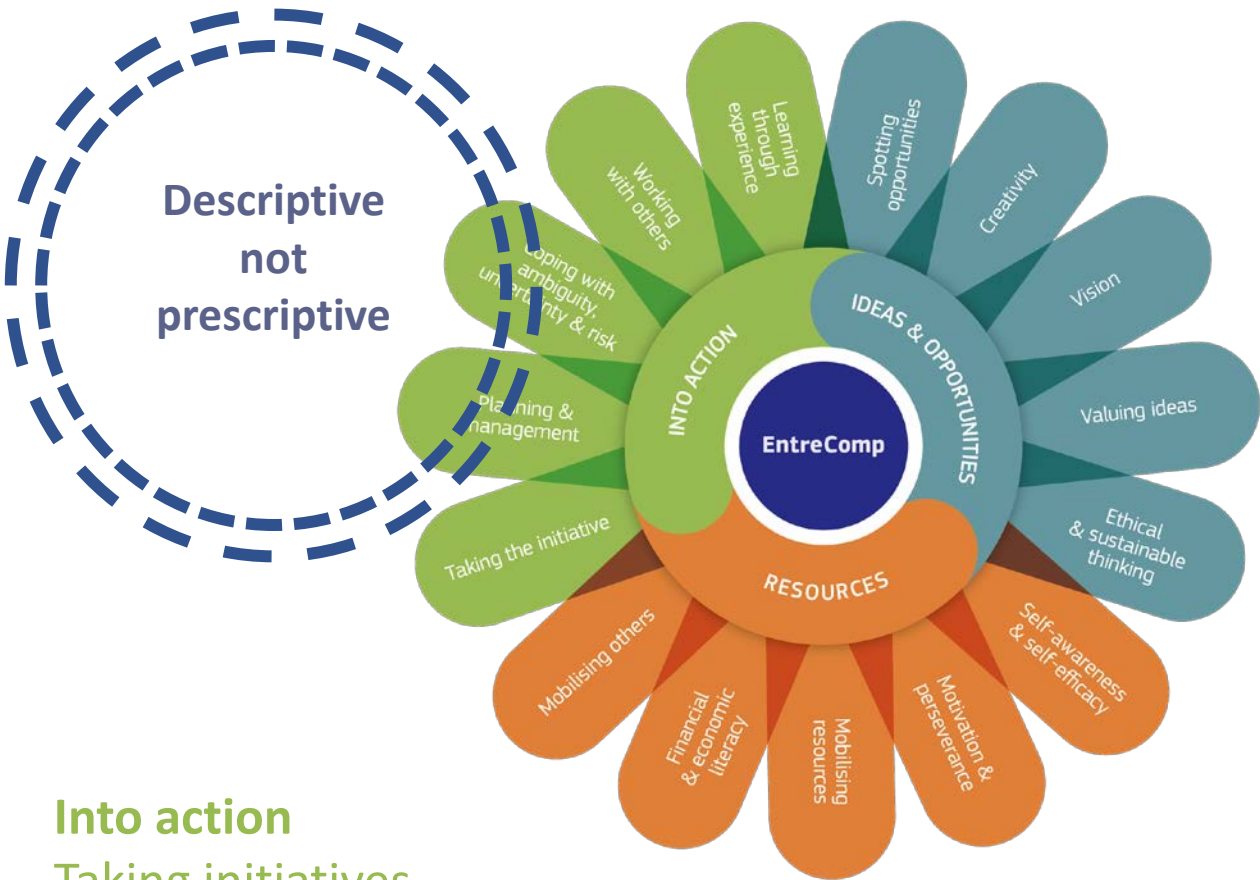
EntreComp

Ideas & Opportunities
Spotting opportunities
Creativity
Vision
Valuing ideas
Ethical & sustainable thinking



Resources
Self-awareness & self-efficacy
Motivation & perseverance
Mobilising resources
Financial & economic literacy
Mobilising others

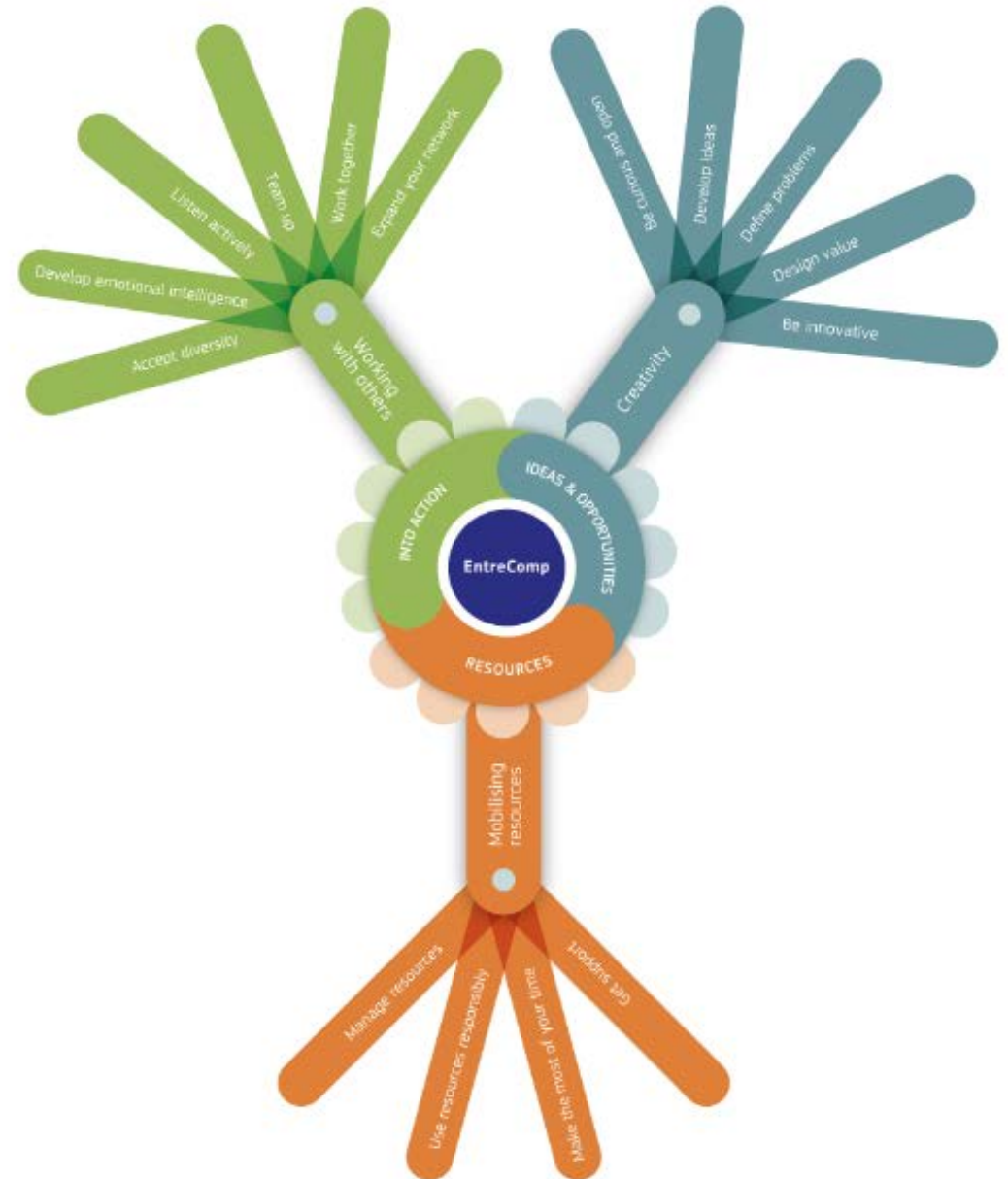
Into action
Taking initiatives
Planning & management
Coping with uncertainty, ambiguity, and risk
Working with others
Learning through experience



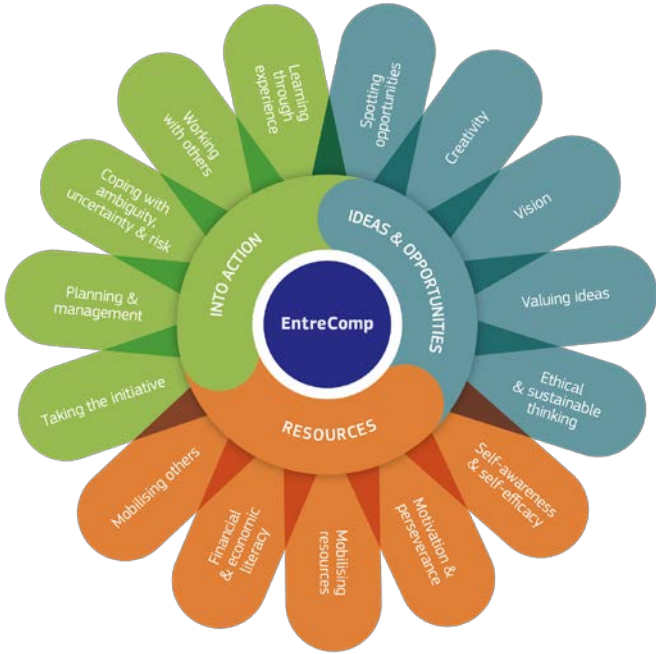
EntreComp

Areas, competences, levels, outcomes

- 3 areas
- 15 competences with hints and descriptors
- 60 thematic threads, which unfold into
 - 8 proficiency levels
 - 442 learning outcomes



EntreComp



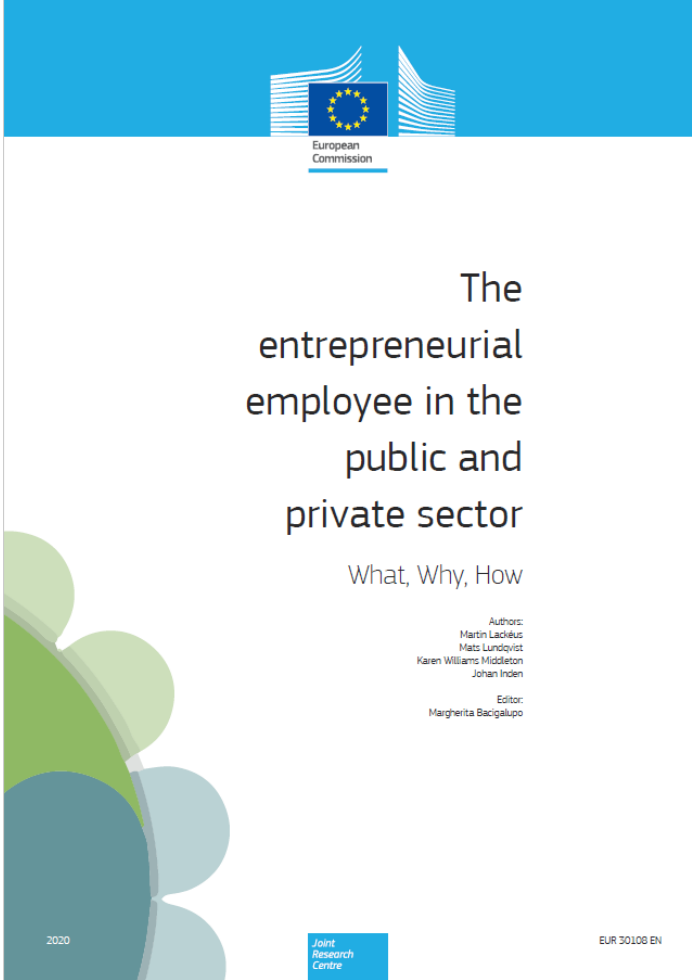
EntreComp:
The entrepreneurship
competence
framework
2016



2018



2020



2020

EntreComp

The entrepreneurial employee



The
entrepreneurial
employee in the
public and
private sector

What, Why, How

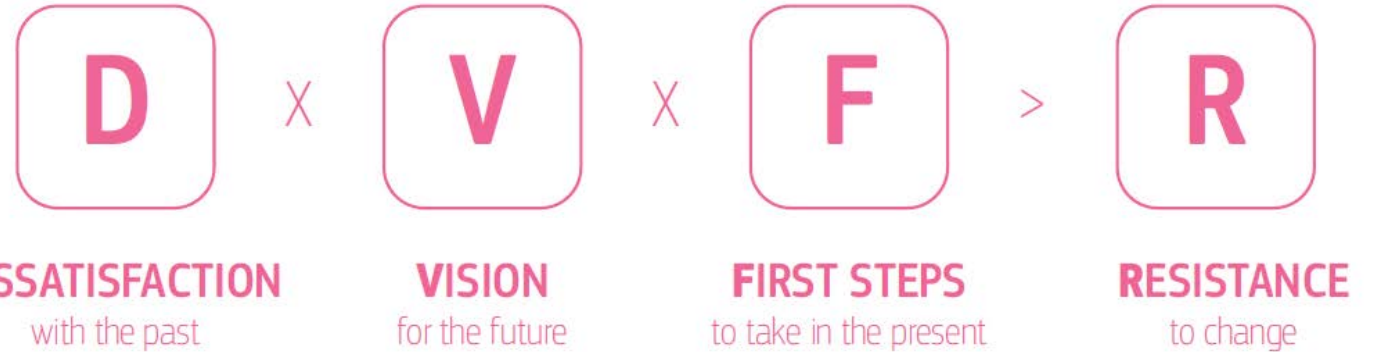
Authors:
Martin Leckius
Mats Lundqvist
Karen Williams Middleton
Johan Isen

Editor:
Margherita Bacigalupo

2020

Joint
Research
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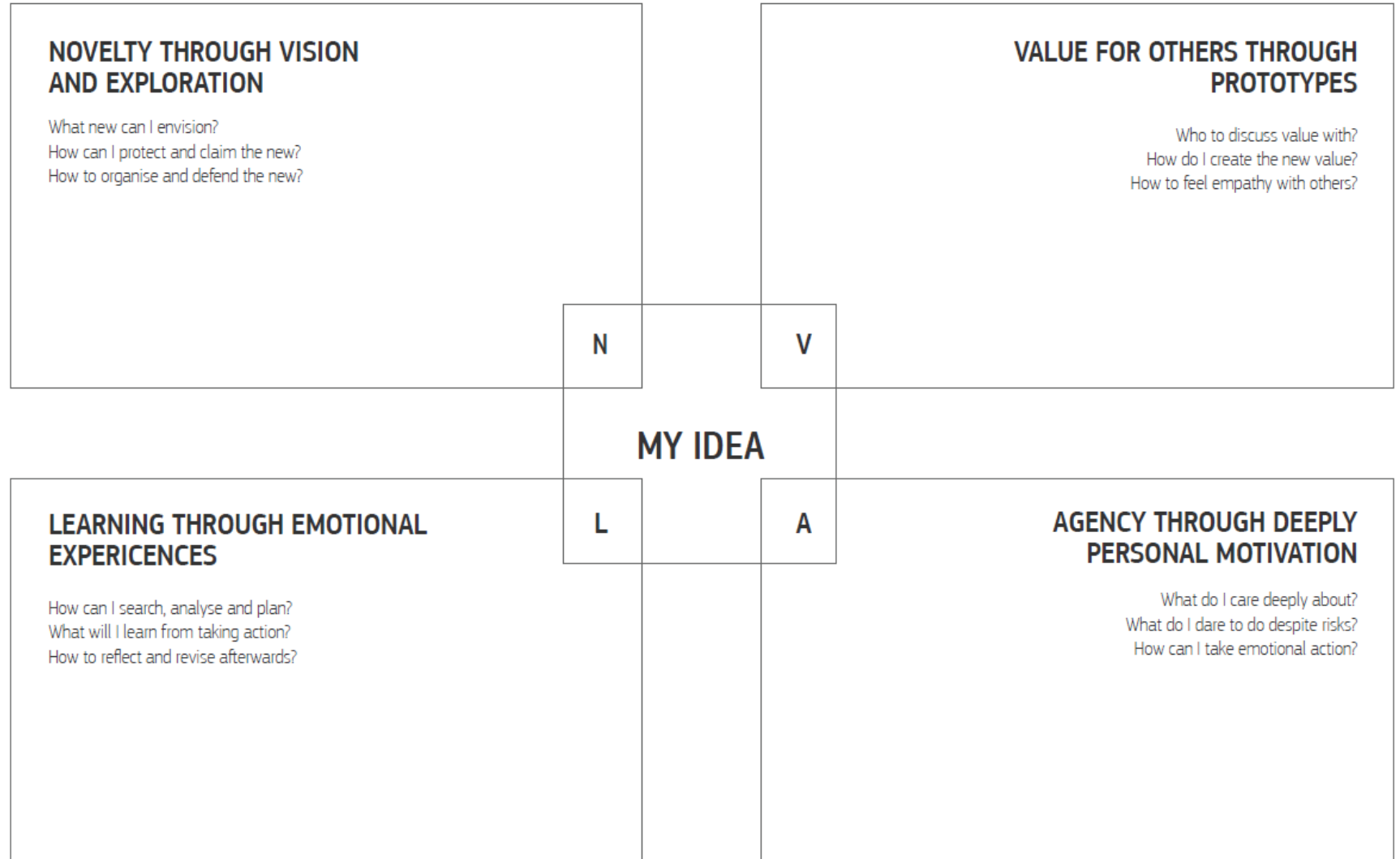
In his job, the entrepreneurial employee must balance routine value creation (operational competencies) with novel value creation (entrepreneurial competencies).



EntreComp Canvas

The "being entrepreneurial canvas"

How can I act upon my idea to create new value for others, and learn through the process?



EntreComp Playbook

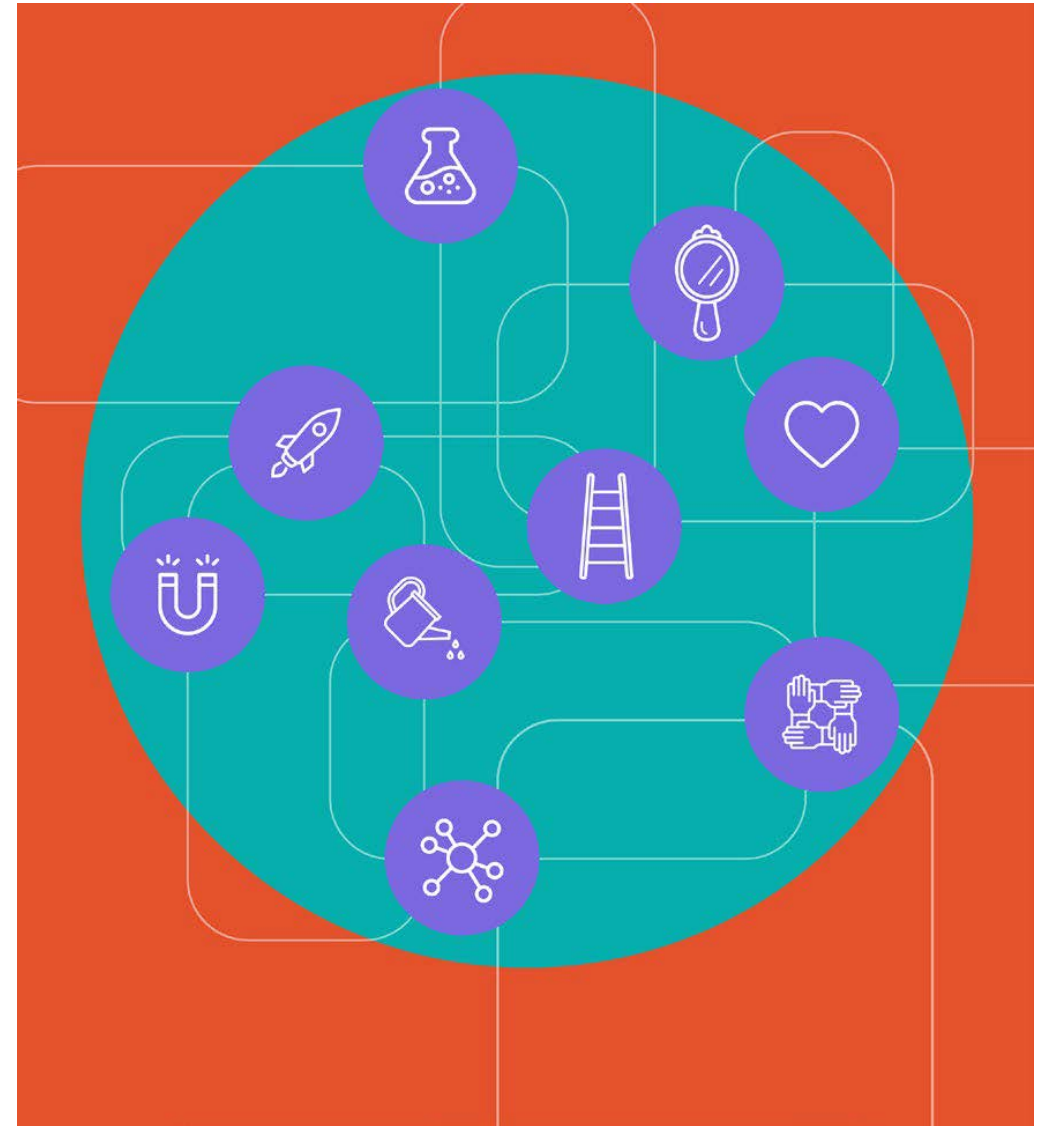


2020

EntreComp Playbook

“ ... in a world dominated by uncertainty and complex problems, established routes and maps are limited and limiting instruments. What we really need are people capable of creating their own maps. And the creation of maps requires an experimental pedagogical model.”

Juan Freire



EntreComp Playbook

Why:

Non-formal learning facilitators and educators

Learners

Private, public, and third sector

What:

Developing entrepreneurial competences

Up-skilling

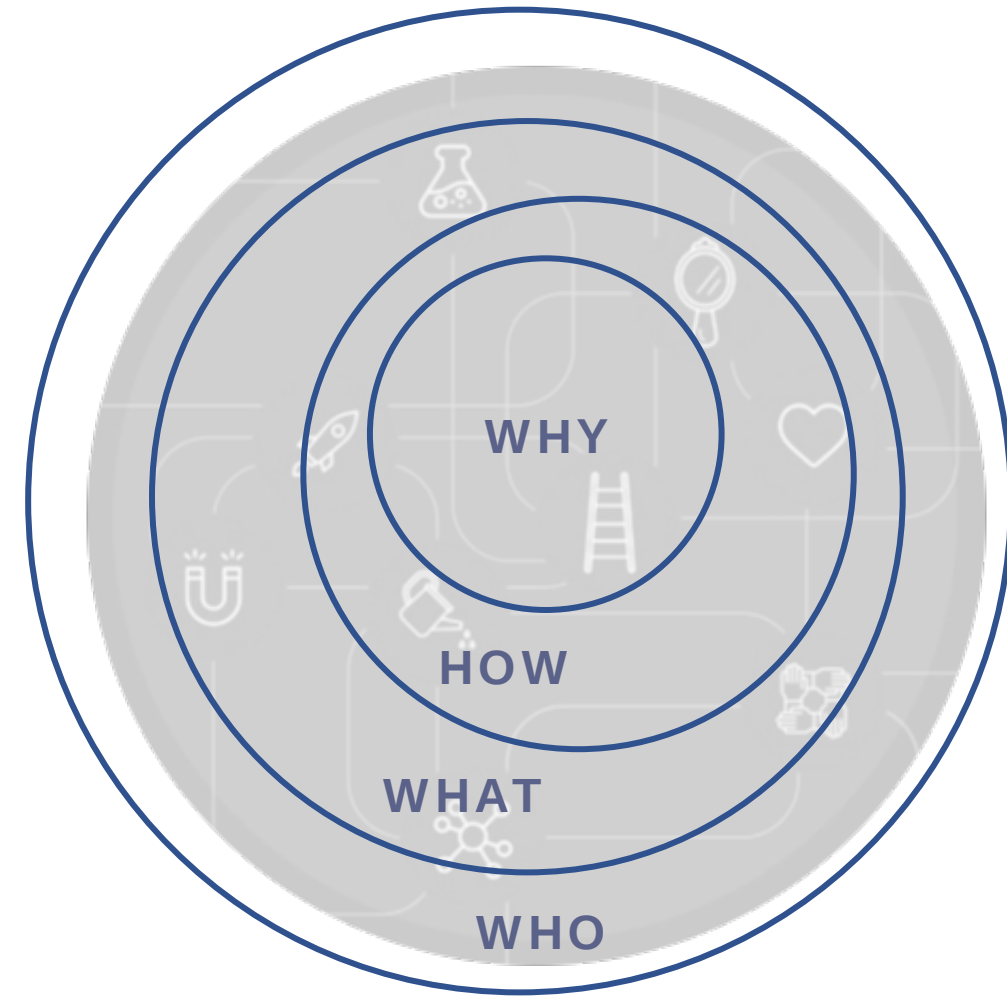
Career progression

Business, start-ups, organisations, public sector

Supporting actors of change

Advice:

Adapt the tools and ideas to the learning group and the context



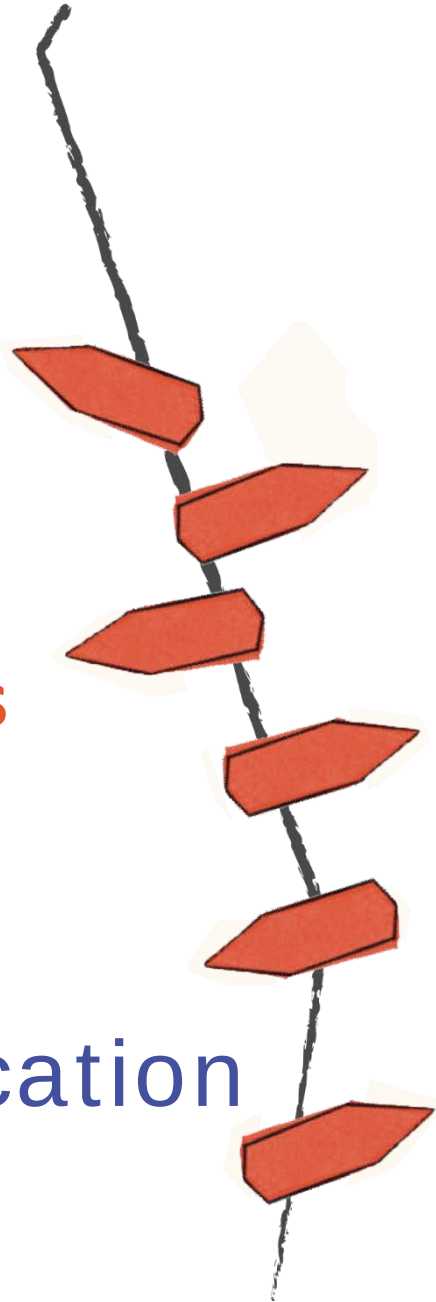
EntreComp Playbook

9 Principles

6 Methods

Practice forms the
spine of this publication

44 Tools



EntreComp Playbook



9 Principles

E Experience

N Novelty

T Triggers

R Reflection

E Ecosystem

C Collaboration

O Others

M Mentoring

P Progression

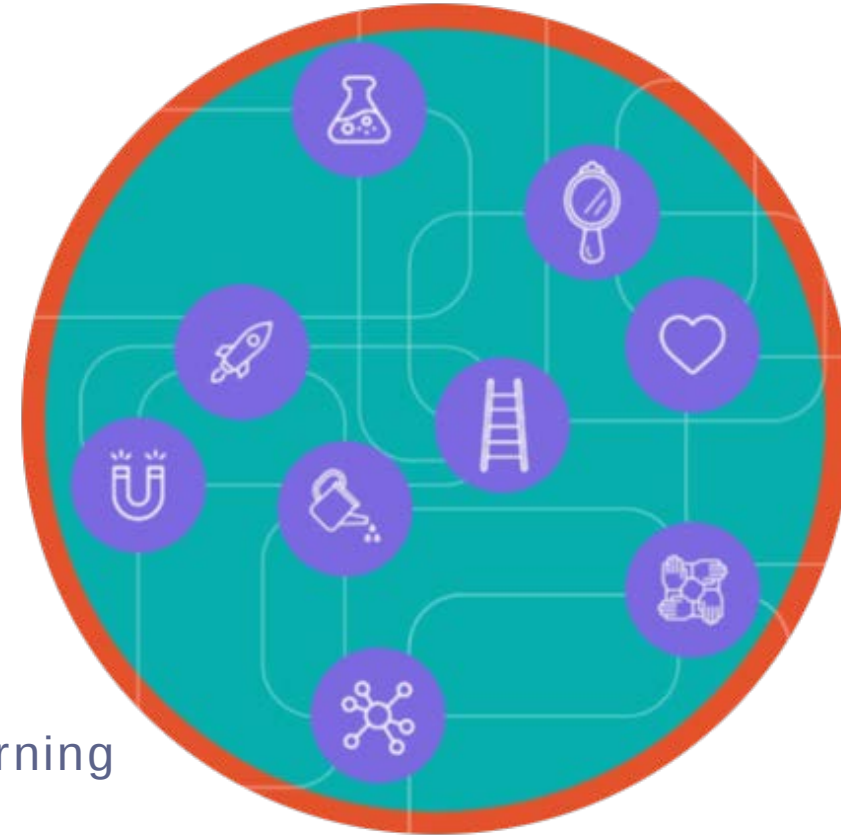
6 Methods

3 Entrepreneurial Methods

- Effectuation
- Design thinking
- The Lean Startup Method

3 Pedagogical Methods

- Project-based learning
- Playful experimentation-learning
- Classrooms as learning communities



EntreComp Playbook

44 Tools and Techniques

is
not exhaustive,
not even
comprehensive

For facilitators

- Design a learning intervention
- Create a safe facilitating learning space
- RAMP dimensions

For learners

- Play with hidden rules
- Guilfords' alternate uses
- Golden circle
- Random combination

...

...



EntreComp Playbook

L12

Six thinking hats

Make decisions



EntreComp
Subcompetence

PRIMARY COMPETENCES

- Ethical and sustainable thinking
- Valuing ideas

REFERENCE METHODS

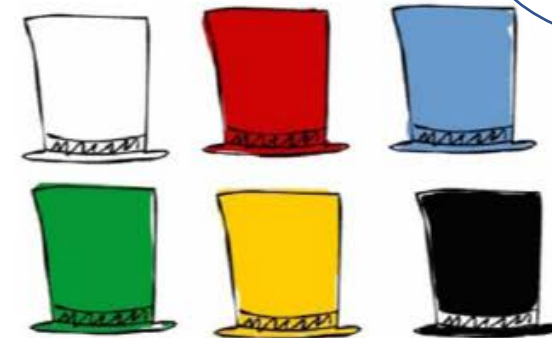
- 4. Project-based learning
- 5. Playful experimentation

Playbook
methods

The primary principle of the six hats technique is to enhance the structure of thinking so that decision making and idea evaluation can be improved. The six hats technique provides a framework to help people think clearly and thoroughly by adopting and directing different modes of thinking in one direction at a time. These different modes of thinking are characterised by six different coloured hats which enable more expansive, increased creativity and decision-making.

1. Blue: Process
2. White: Facts
3. Green: Creativity
4. Red: Emotions
5. Yellow: Benefits
6. Black: Cautions

Start the activity applying the first three colours (blue, white and green) to plan the process and generate ideas, apply the three last colours (red, yellow and black) to the ideas you select from the green hat section. You can use real hats or draw the hats in posters and collect the different contributions.



EntreComp vs tools



COMPETENCE	TOOLS
Spotting opportunities	F4 L5 L6 L7 L12 L16 L20 L24 L25
Creativity	L1 L2 L6 L7 L8 L9 L10 L12 L21 L27 L28 L29
Vision	F1 F4 F5 F6 F7 F8 L5 L7 L8 L11 L12 L13 L16 L18 L22 L23 L24 L25 L27
Valuing ideas	L8 L9 L10 L11 L12 L14 L16 L18 L22 L23 L24 L25 L27
Ethical & sustainable thinking	L1 L2 L6 L7 L8 L9 L10 L12 L21 L27 L28 L29



COMPETENCE	TOOLS
Self-awareness and self-efficacy	F8 L3 L4 L12 L18 L24 L25 L29 L30 L31 L32
Motivation & perseverance	F4 L2 L11 L16 L24 L25 L10 L29 L31 L32 L33
Mobilising resources	L3 L7 L13 L20 L28
Financial & economic literacy	L19 L22 L23
Mobilising others	F3 L2 L25 L28 L29



COMPETENCE	TOOLS
Taking the initiative	F1 F7 L16 L24 L25 L28 L33
Planning ad management	F2 F3 F5 F6 F7 L11 L13 L17 L24 L25 L26
Coping with uncertainty ambiguity and risk	L1 L2 L4 L8 L9 L10 L11 L12 L13 L17 L24 L25 L26
Working with others	L1 L2 L4 L7 L11 L25 L30 L33
Learning through experience	L2 L4 L14 L15 L17 L18 L20 L28 L29 L33

EntreComp Playbook

Notes

PRINCIPLES

METHODS

TOOLS

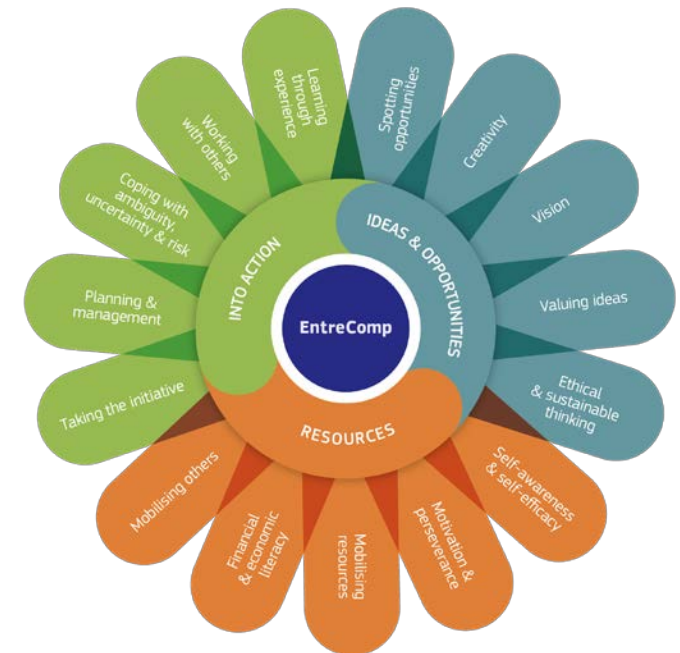
Adapt and create
your own
resources



EntreComp Ecosystem

To join the community of practice, use
#EntreComp on social media and get
inspired!

Or visit entrecomp.com



GRACIAS

LILIAN WEIKERT GARCÍA
lilian.weikert-garcia@ext.ec.europa.eu

@LilWeikert



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