

Dream **HOME**

Introduction

The purpose of this package is to provide the students and teachers who are involved with a variety of opportunities and experiences that are intended to enhance and reinforce the educational experiences that students would naturally get in the school. In many instances this will be a way of working that may be unfamiliar. The possibilities for developing or practising enterprise capabilities such as communication, cooperation and appropriate competition between groups of students enable a level of engagement for students who might be less interested in the more traditional delivery within schools.

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Teacher notes

GROUPING

Students should group themselves or be grouped according to the best mechanism for the group as determined by staff with overall responsibility. Each group should be allocated a number unique to them for mark allocation and/or judging.

GROUP ROLES

Group roles should be either allocated by the teacher-organiser or chosen by the group following a discussion and completion of the role cards (located in the resource pack in photocopyable hard copy or on the CD in the resource file).

1. Interior designer
2. Chief architect
3. Head Builder
4. Supplies and Accounts manager
5. Ecological officer
6. Landscape designer

REFLECTIVE DIARIES

Reflective diaries should be kept to enable students to reflect on how they have contributed in that session of the day to the way their company has moved on. How have they exceeded their own expectations as a) an individual b) a company? In what ways could they lift their game?

Photocopiable sheets are included in the resource section, pp. 44-46

MATERIALS REQUIRED

Writing frames for diary entries	Paper – plain and lined, A4, A3, A2 (& A1)
Pencils	Pens
Felt tips	Glue sticks
Sellotape	Cardboard
Bin bags	Scissors
Rulers	Plastic file pockets
Card wallets	Staplers

Documents that the groups will need, in the numbers that they will require (i.e. if it is for group work, therefore probably only one; if it is for individual work, then six) should be issued at the beginning of the day, prepared in a plastic wallet, and taken out as needed to save having to hand out lots of paper in large quantities later.

Plastic wallets with core equipment, such as glue and scissors, placed ready on tables make initial organisation much simpler.

Resource shop should have large card, mount card (for site bases), paint colour charts, wall paper samples, coloured paper etc).



Activity 1

ENTERPRISE CAPABILITY AIMS

- Organisation:** Students are able to organise themselves into role within a team to make best use of personal skills
- Risk taking:** Students demonstrate a willingness to step outside of their 'comfort zone' and work with others for the team's benefit.
- Adaptability:** Students will demonstrate adaptability in assuming roles on a 'best fit' basis within groups they have joined

ECONOMIC AND BUSINESS UNDERSTANDINGS

The importance of team work in an enterprising venture

Use the **Role Cards** (pp 20-21) given to the group, to allocate:

- key tasks and information
- establish what each of those roles should mean
- what the holder of it might need to be responsible for within the group

Then team members can negotiate the role for which they feel themselves capable.

Once the allocation has been made, they should use their role card to record briefly the skills, qualities and abilities they have that make this a suitable role for them on their Role Reflections sheet (page 47).

They should check regularly in the course of this enterprise activity (prompted by the facilitator) and comment in the space provided on how well they feel they are doing. They should also pass their card to one other group member to have a positive peer assessment when required to do so.

Teamwork and cooperation must be emphasised.



Could be allowed
for this activity

Role Cards



ROLE CARD 1

INTERIOR DESIGNER

- imaginative
- sense of style
- good at coming up with ideas that meet other people's wants and needs
- problem solver

Role Card 1

ROLE CARD 2

CHIEF ARCHITECT

- great at making style and usefulness meet and match
- determined to make an attractive idea fit a client's purpose
- careful graphics drawing ability

Role Card 2

ROLE CARD 3

HEAD BUILDER

- particular about following architect's plans
- bit of a perfectionist
- good problem solver in practical situations

Role Card 3



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