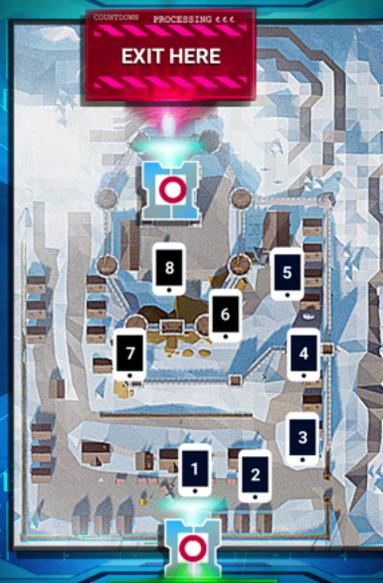




# CHALLENGE 1 - SNOW CASTLE

## CHALLENGE 1

Your challenge is to work your way through the Snow Castle. Find the phones. Complete your mission log and report back to Soportar.





# CHALLENGE 1 - SNOW CASTLE

## PUPIL SHEETS

1 Copy/  
Pupil (excls.  
Peer Team)



## PUPIL OVERVIEW

This challenge is the start of your **Venture Journey**. You will hear from Jack O' Connor from Moyo Nua and their innovation to help farmers in Malawi. Customer value is about **solving problems or getting jobs done**. An innovation is a **new way to solve a problem or to do a job**.



United Nations Sustainable Development Goals (UN SDG) are a **plan to achieve a better and more sustainable future** for all by 2030. Jack helps with UN SDG 2 - Zero Hunger. Magical Leaders like Jack come up with **'wild ideas'** and **create new value for society**.

There are **4 Enterprise Building Blocks** that every venture uses. There are two types of venture, **For-Purpose** and



**For-Profit.**

'New Value Creators' have **6 key attributes**: effective communication; emotional self-regulation; teamwork; perception; creative problem solving and critical thinking skills. Organise your Peer Educator groups and identify attributes you have to run a venture.



## CHALLENGE 1 - SNOW CASTLE

In the final part of the challenge, recap what you did and learned. Provide feedback to the presenter (the teacher!) on **What Went Well** and would make the challenge **Even Better If**. **You are always a winner with feedback**. It is super important when you get positive feedback or a 'takeaway', to say 'thank you'.

### HERE ARE THE KEY MESSAGES



- Customer value involves solving a problem or doing a job for a person.
- An innovation is a new way of solving a problem or doing a job for a person.
- The United Nations Sustainable Development Goals (UN SDG) are a plan to achieve a better and more sustainable future for all by 2030.
- Magical Leaders come up with 'wild ideas' to create new ways to solve problems or do jobs for people.
- Magical Leaders create new value for society.
- There are **9 Enterprise Building Blocks** for any Enterprise.
- **For Purpose** Enterprise - focused on the needs of the community and is sustainable by earning money.
- **For Profit** Enterprise – focuses on maximising profit and may do good for the community.



# CHALLENGE 1 - SNOW CASTLE

'New Value Creators' have 6 key attributes:

- Communication.
- Emotional self-regulation.
- Perception.
- Teamwork.
- Creative problem solving.
- Critical thinking skills.

CHALLENGE 1 FEED BACK	CHALLENGE 2 COMMUNICATION	CHALLENGE 3 EMOTIONAL REGULATION	CHALLENGE 4 TEAMWORKING SKILLS	CHALLENGE 5 CREATIVE PROBLEM SOLVING	CHALLENGE 6 CRITICAL THINKING SKILLS

Successful venture owners learn from feedback.

- It is cool to always learn from feedback. You are always a winner when you learn from feedback.
- To receive and give feedback use **WWW** (what went well) and **EBI** (even better if).





# CHALLENGE 1 - SNOW CASTLE

## CLASSROOM ACTIVITY 1

### SUCCESSFUL VENTURES

What does a Venture like Moyo Nua need to do to be successful? Fill in the blanks below. List the actions in the left hand column and how might they do this, in the right hand column.

Action Example: Sell more products/ services	How might they do this? Get more customers

## CLASSROOM ACTIVITY 2

### VENTURE BUILDING BLOCKS - MIX AND MATCH

Match the Venture Building Blocks on the left hand side with the corresponding Venture Building Block definition on the right hand side. The first Venture Building Block is matched with the corresponding definition, for you.

<b>T</b> Channels	<b>R</b> The cash an enterprise generates from customers
<b>E</b> Relationships	<b>P</b> The things that enterprise must have to make its enterprise succeed
<b>P</b> Resources	<b>R</b> What an enterprise must do to make its enterprise succeed
<b>S</b> Costs	<b>N</b> When enterprises solve their problems or provide things people need
<b>N</b> Benefit Customers	<b>S</b> The money spent to provide customers with products/services
<b>E</b> Customers	<b>E</b> Resources
<b>I</b> Partnerships	<b>E</b> People that enterprises sell/provide products/services to
<b>E</b> Profit	<b>I</b> With suppliers and partners that help the enterprise succeed
<b>R</b> Activities	<b>T</b> To reach customers and communicate with them
<b>R</b> Revenue Streams	<b>E</b> Not all Entrepreneurs will focus on profit

Rearrange the letters from above to reveal a word related to this challenge. The first letter is entered for you.

**E**



## CLASSROOM ACTIVITY 3

### MAGICAL LEADER ATTRIBUTES

Write down what each of the attributes means in the blank boxes. Then, fill in how each of these attributes might help with a Venture.

MAGICAL LEADER ATTRIBUTES	
 <b>ATTRIBUTE - FEEDBACK</b>	
<b>WHAT DOES THIS MEAN?</b>	<b>HOW MIGHT IT HELP A VENTURE?</b>
 <b>ATTRIBUTE - COMMUNICATION</b>	
<b>WHAT DOES THIS MEAN?</b>	<b>HOW MIGHT IT HELP A VENTURE?</b>
 <b>ATTRIBUTE - SELF AWARENESS &amp; MANAGING RELATIONSHIPS</b>	
<b>WHAT DOES THIS MEAN?</b>	<b>HOW MIGHT IT HELP A VENTURE?</b>



## MAGICAL LEADER ATTRIBUTES



ATTRIBUTE - TEAMWORKING & OTHER'S PERCEPTIONS

WHAT DOES THIS MEAN?

--

HOW MIGHT IT HELP A VENTURE?

--

ATTRIBUTE - CREATIVE PROBLEM SOLVING

WHAT DOES THIS MEAN?

--

HOW MIGHT IT HELP A VENTURE?

--



ATTRIBUTE - CRITICAL THINKING SKILLS

WHAT DOES THIS MEAN?

--

HOW MIGHT IT HELP A VENTURE?

--



## CLASSROOM ACTIVITY 3

### PEER EDUCATOR TEAM

Now what about you? Decide in your teams who is going to be a presenter, computer driver and group leader. Do not forget that the presenters cannot do their job without the computer driver or feedback from the group leaders, so it is all about teamwork, and working together to help each other.

**TEAM MEMBERS ARE:**




## CLASSROOM ACTIVITY 4

### MY CLASSMATES SKILLS AND ATTRIBUTES

Write down three or more attributes that the person to your left has that can contribute to running a Venture.

- 1.
- 2.
- 3.
- 4.



Classmate signature:

### SKILLS AND ATTRIBUTES FEEDBACK FROM MY CLASSMATE

Now take feedback from your classmate to your right. Record in the section below the attributes they identified that could contribute to running a Venture.

- 1.
- 2.
- 3.
- 4.



### IT'S COOL TO BE ME

This is an even harder task! Write down at least three, ideally five or more attributes that you have which could contribute to running a Venture. Part of your home activity is to look yourself in the eye/mirror every morning and say 'it's cool to be me because:

- 1.
- 2.
- 3.
- 4.
- 5.





# CHALLENGE 1 - SNOW CASTLE

## FEEDBACK SHEET

Enter the date

\_\_\_\_/\_\_\_\_/\_\_\_\_

Enter the team members' names of today's Peer Educators

**TEAM MEMBERS ARE:**


On your own answer yes or no to each question below. Then add up the score.

Success Criteria	Achieved? (Y/N)
Everybody in the presenting group contributed.	
Peer Educators tried to speak clearly.	
Peer Educators tried to sound enthusiastic.	
Peer Educators tried to stimulate discussion amongst the rest of the class.	
Peer Educators tried to encourage each group to feedback their thoughts / comments.	
<b>TOTAL YES:</b>	<b>TOTAL NO:</b>



In your groups, list 3 things today's team did well.




In your groups, note one item that would make the presentation even better if.



# MAGICAL LEADERS GROUND RULES

## HOW WE ARE GOING TO WORK TOGETHER

Pupils are to come up with the ground rules and enter the ground rules in the section below.

## SIGNED

Pupils to sign this section. I agree to use the ground rules we created during the Magical Leaders challenges.







## CHALLENGE 1 - SNOW CASTLE

### HOME ACTIVITY



### MISSION LOG

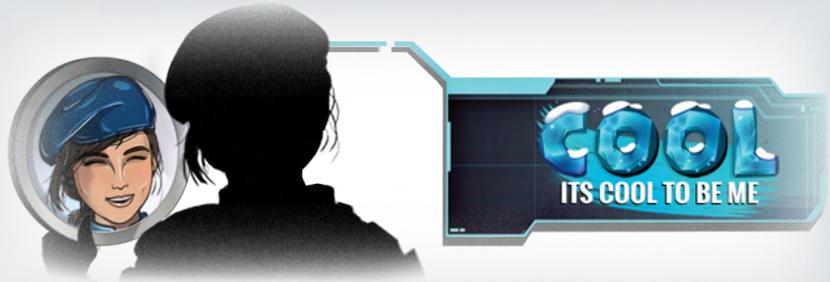
Write down below your takeaways from the challenge today:



## CHALLENGE 1 - SNOW CASTLE

### IT'S COOL TO BE ME

Look at yourself in the mirror and say "it's cool to be me" every day for the next five days.



### PREPARE FOR THE NEXT CHALLENGE 2 - SKULL ISLAND

Talk to your family and ask why good communication is important in life. Can they give you an example at home or in a work setting of what they did to communicate effectively?

A large, white, rectangular area with a decorative, slightly wavy border, intended for writing a response to the challenge question.

Parent/ Guardian signature

A white rectangular box for the parent or guardian to write their signature.

# MAGICAL LEADERS

## CHALLENGE 1 - SNOW CASTLE



HANG ME ON YOUR BEDROOM WALL



THERE ARE 9 VENTURE BUILDING BLOCKS FOR ANY VENTURE.



MAGICAL LEADERS HAVE 6 KEY ATTRIBUTES:

CHALLENGE 1  
FEED BACK

CHALLENGE 2  
COMMUNICATION

CHALLENGE 3  
EMOTIONAL  
REGULATION

CHALLENGE 4  
TEAMWORKING  
SKILLS

CHALLENGE 5  
CREATIVE PROBLEM  
SOLVING

CHALLENGE 6  
CRITICAL THINKING  
SKILLS



IT'S COOL  
TO LEARN FROM FEEDBACK

WHAT WE  
WANT

EVEN BETTER IF  
EBI

LOOK AT YOURSELF IN THE MIRROR AND SAY IT'S COOL TO BE ME EVERY DAY FOR THE NEXT FIVE DAYS.



COOL  
IT'S COOL TO BE ME



ZEEKO

ENTERPRISE IRELAND

