

# MAGICAL LEADERS

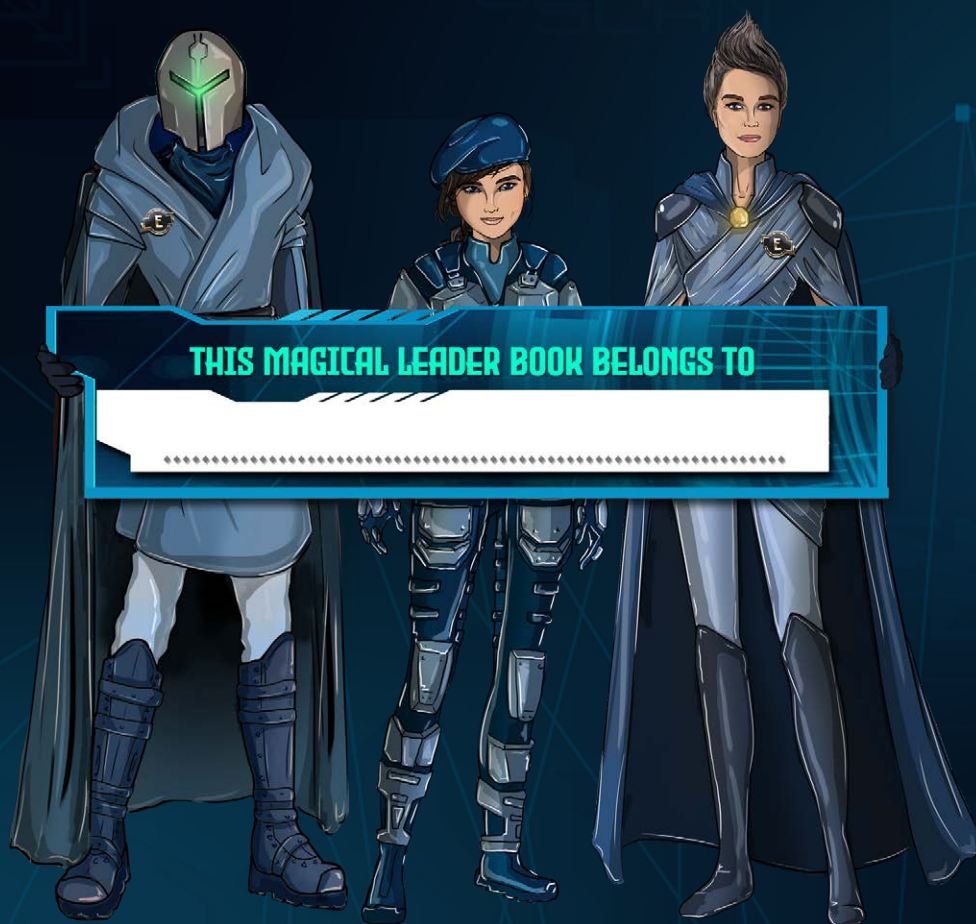
## MISSION KENENG



**ZEEKO**

**MISSION LOG**





THIS MAGICAL LEADER BOOK BELONGS TO

.....

TEAM MEMBERS ARE:

.....  
.....  
.....  
.....  
.....



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CHALLENGE 1 - SNOW CASTLE

15



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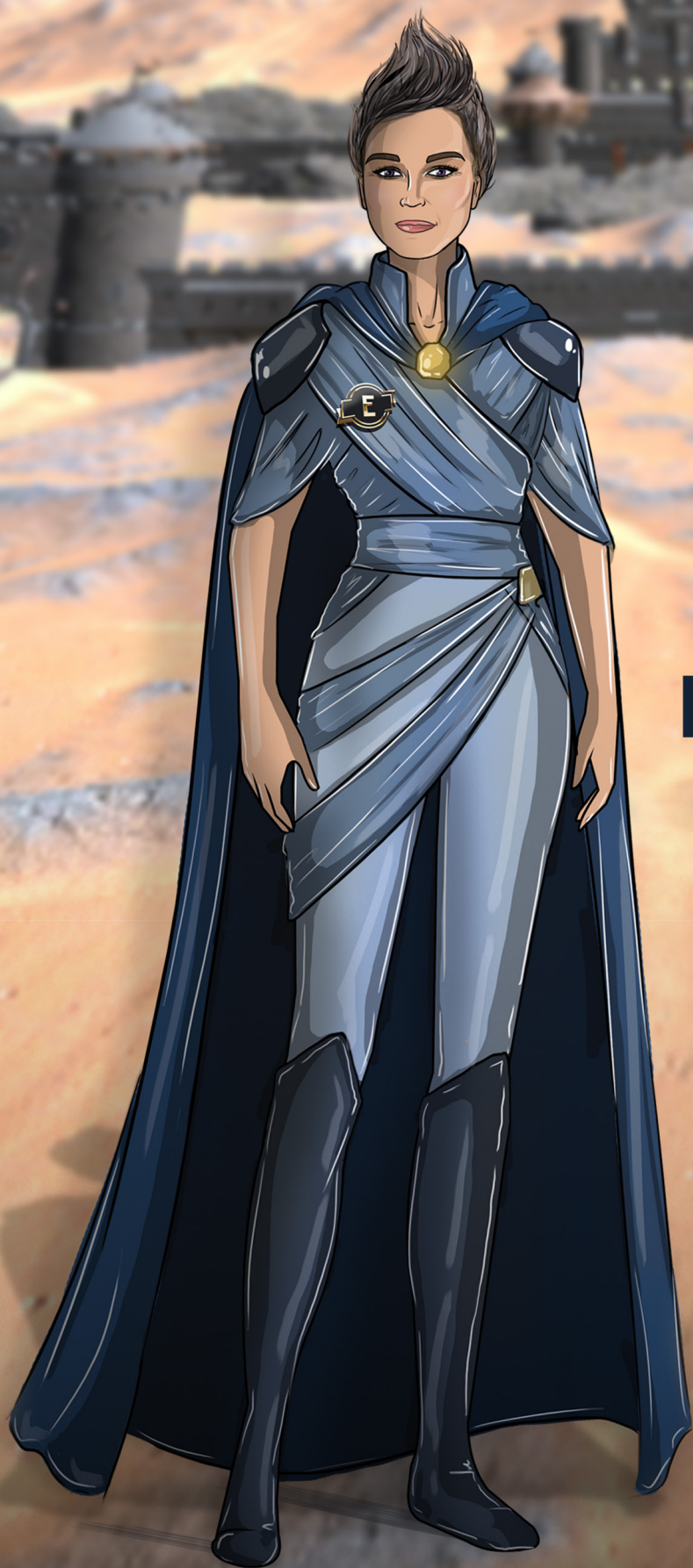
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73









**PART 2**  
**MISSION ZHISHI**

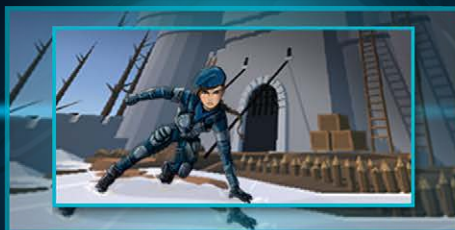
**COMING SOON..**







# PLAY IN A TRULY INTERACTIVE ENVIRONMENT



ACROSS 6 WORLDS



DISCOVER THE HIDDEN PHONES



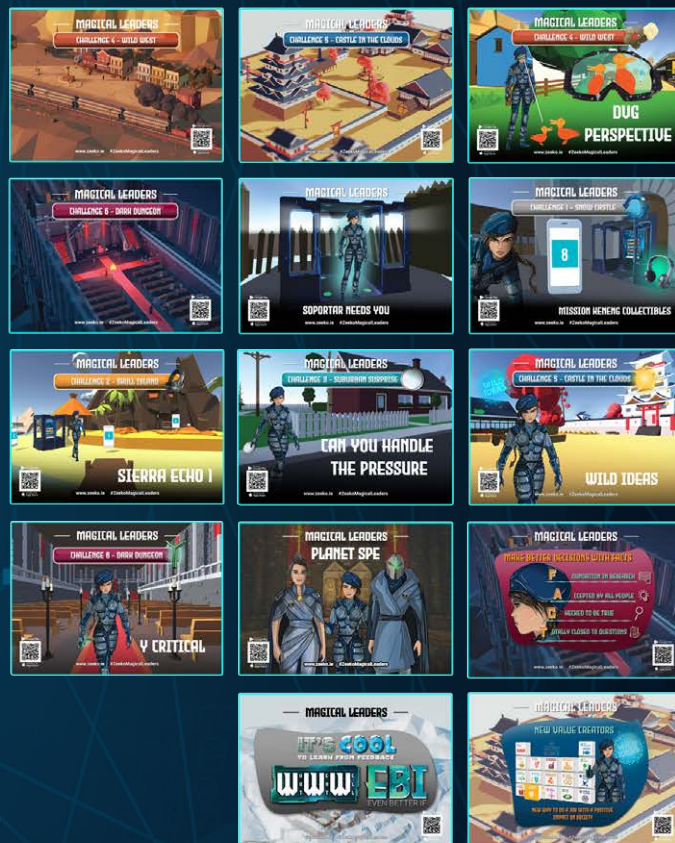
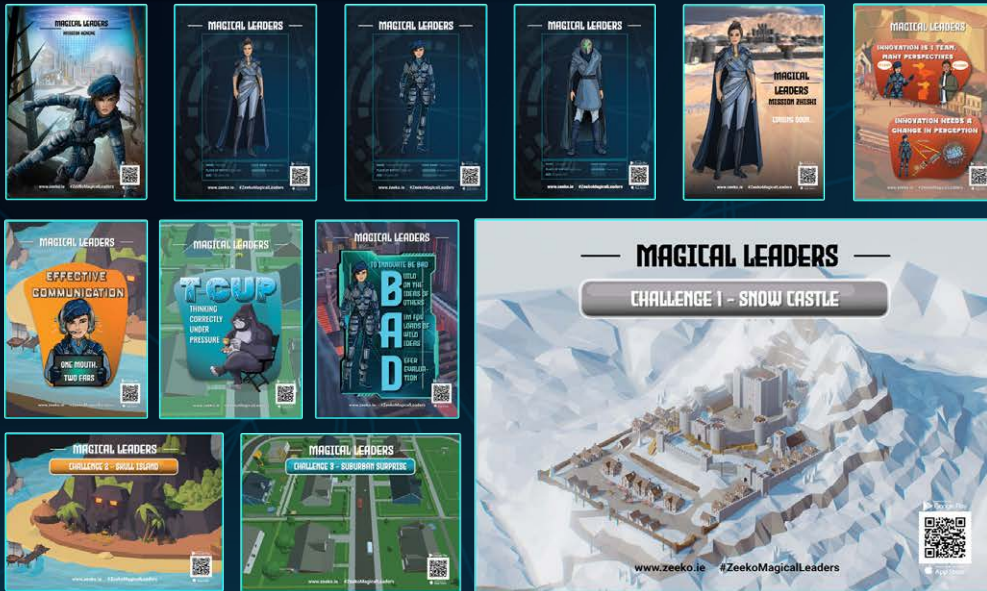
UNLOCK THE GAMAVATORS





# 26 MISSION KENENG STICKERS

Level up and earn stickers from Soportar



[www.zeekeo.ie](http://www.zeekeo.ie)





# MISSION KENENG

The year is 2030, self-driving cars were replaced by Gamavators, a teleporting device to transport humans between worlds. Primary school children hear about the great pandemic in 2020 through their online personal learner. Dark North, the father of online tyranny dominates the online game network and is supported by a global network of players.



**NAME:** Soportar

**PLACE OF BIRTH:** Planet Spe

**AGE:** 155 years old

**CODE NAME:** Sierra Echo 2

**LOCATION:** Planet Spe



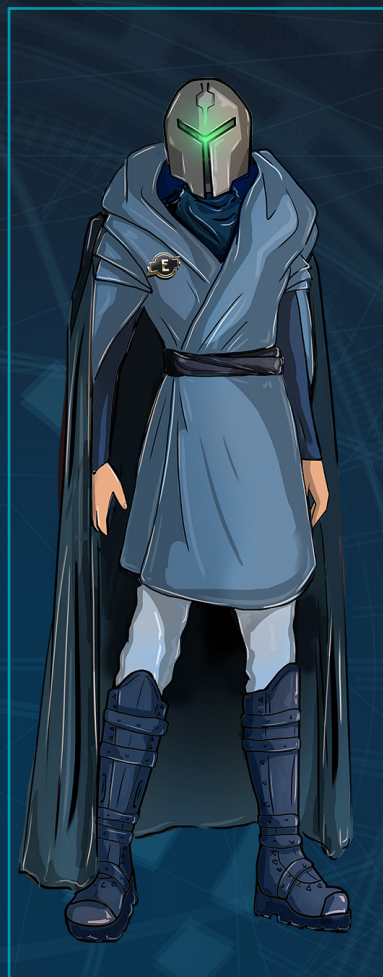
**NAME:** Captain Selva Steam

**PLACE OF BIRTH:** Planet Spe

**AGE:** 15 years old

**CODE NAME:** Sierra Echo 1

**LOCATION:** Not available for operational reasons



**NAME:** Sammillit

**PLACE OF BIRTH:** Planet Spe

**AGE:** 99 years old

**CODE NAME:** Sierra Echo 3

**LOCATION:** Planet Spe



# YOUR MISSION

The rulers of Planet Spe, Soportar and Sammilit, have sent their only child, Captain Steam to save the online game network from the tyranny of Dark North



Captain Steam, code name, Sierra Echo 1, is teleported in the Gamavator from Planet Spe to the Snow Castle in the Zeeko Galaxy



Selva Steam explores the Snow Castle to find the hidden phones to unlock the Gamavator



Sierra Echo 1 uses the Gamavator to teleport to the next level, Skull Island. As Captain Steam gets more collectables and unlocks more levels, her inner force grows and develops Selva Steam



# YOUR MISSION

In the Suburbs, Selva must think correctly under pressure



Captain Steam uses DVGs (day vision goggles) in the Wild West to see the world from a different perspective

Selva comes up with some 'Wild Ideas' in the Castle in the Clouds



To complete Mission Keneng, Sierra Echo 1 uses the Critical 'Y' on her Wild Ideas



# COLLECTIBLES

## CHALLENGE 1 - SNOW CASTLE

Give and receive feedback, learn together and to be your best together in the Snow Castle



## CHALLENGE 2 - SKULL ISLAND

Collect the headset on Skull Island and communicate back to Planet Spe. "Sierra Echo 1 to Sierra Echo 2, can you hear me!"



## CHALLENGE 3 - SUBURBAN SURPRISE

Look in the mirror to see who you can see in the Suburbs. Can you find T-CUP and watch out for the gorilla



## CHALLENGE 4 - WILD WEST

Life is a circle, behind every great person, there is another great person. Collect the teamwork disk in the Wild West



## CHALLENGE 5 - CASTLE IN THE CLOUDS

Create 'Wild Ideas' in the Castle in the Clouds. The wilder the better



## CHALLENGE 6 - DARK DUNGEON

Think critically and find the Y in the Dark Dungeon





# PREPARE FOR YOUR CHALLENGE

Get the Magical Leaders App



Achieve the ultimate online mission  
<https://portal.zeeko.ie/pupil-login.php>



# SELECT YOUR CHALLENGE



CHALLENGE 1 - SNOW CASTLE



CHALLENGE 3 - SUBURBAN SURPRISE



CHALLENGE 5 - CASTLE IN THE CLOUDS



CHALLENGE 2 - SKULL ISLAND



CHALLENGE 4 - WILD WEST



CHALLENGE 6 - DARK DUNGEON





## 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.



CONTINUE





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

### CLASSROOM INDIVIDUAL 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





## CHALLENGE 1 - SNOW CASTLE



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





## CHALLENGE 1 - SNOW CASTLE

### 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?

--





## CHALLENGE 1 - SNOW CASTLE



### CLASSROOM GROUP 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:**




## CHALLENGE 1 - SNOW CASTLE

### CLASSROOM INDIVIDUAL 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.	
TOTAL YES:    TOTAL NO:	



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





## 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?

Parent/ Guardian signature

# MAGICAL LEADERS

## CHALLENGE 1 - SNOW CASTLE



HANG ME  
ON YOUR  
BEDROOM  
WALL

## NEW VALUE CREATORS



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

EBI  
EVEN BETTER IF

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



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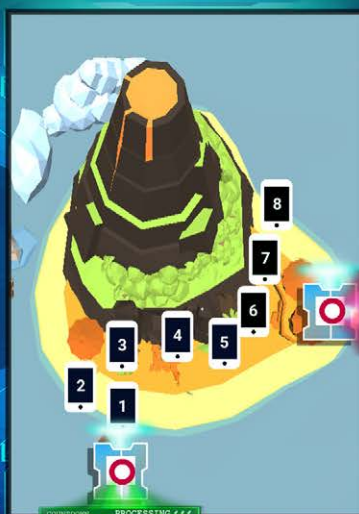


## CHALLENGE 1 - SNOW CASTLE



### CHALLENGE 2

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



COUNTDOWN PROCESSING 444  
**YOU ARE HERE**

COUNTDOWN PROCESSING 444  
**EXIT HERE**

**CONTINUE**





## CHALLENGE 2 - SKULL ISLAND

### PUPIL SHEETS

1 Copy/  
Pupil (excls.  
Peer Team)



### PUPIL OVERVIEW

Your Challenge is to explore Skull Island and find the 8 phones and unlock the collectible. This Challenge is about **effective communication**. Venture owners communicate with many people such as sales teams; marketing; advertisers; customers; suppliers; web designers; other directors; market leaders; branding, and; stakeholders. People typically think



of communication as speaking, but effective communication involves speaking and listening.



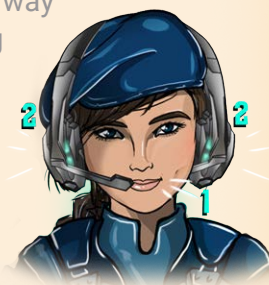
Effective communication is like a radio or smart phone, speaking is like transmitting and listening is like being on 'receive'.

**Effective communication involves two actions; active listening and paraphrasing.**

Active listening is about letting the other person speak and listening to what they say. Paraphrasing is a way to check the meaning and make sure the message is understood.

Effective communicators use their ears and mouths in the ratio 2:1 and focus on active listening and paraphrasing.

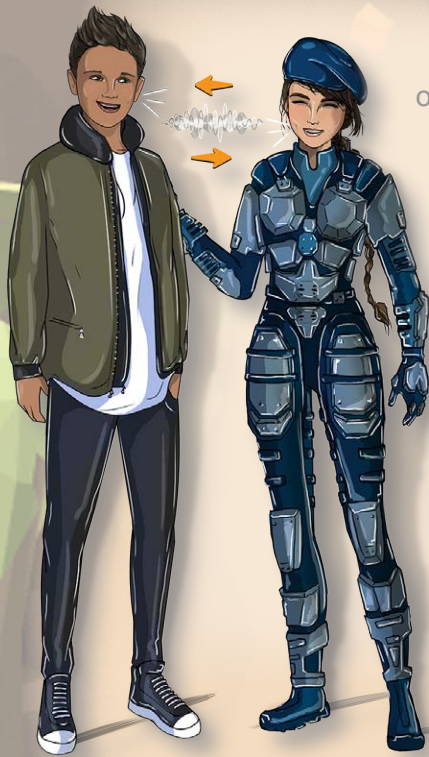
The Zeeko Creative Problem Solving Process is (i) a way to come up with ideas to solve a challenge, and (ii) a way to check if the ideas are good or bad and why they might be good







## CHALLENGE 2 - SKULL ISLAND



or bad. The word for **coming up with ideas** is called **ideate**. The word to **check if ideas are good or bad** is called **evaluate**. Remember Bruce's Barber Shop and Bruce's automatic scissors? That was a wild idea. There are 3 tricks to help create new ways to do jobs for customers:



- **Build on the ideas of others** with active listening and paraphrasing.
- **Defer evaluation**, don't think/say if the idea of your classmate is good or bad.
- **Aim for loads of ideas**, like loads of stars in the aerial shell of a firework.

### HERE ARE THE KEY MESSAGES

- Effective communication involves listening and speaking.
- Effective communication means using ears and mouth in the ratio, 2:1.
- Effective communication involves active listening and paraphrasing.
- Active listening involves letting the other person speak and listening to what they say.
- Paraphrasing is a way to check the meaning and make sure the message is understood.
- Ideation is about coming up with ideas.
- Evaluation is about checking if ideas are good or bad, and why the ideas might be good or bad.
- There are 3 tricks to help create new ways to do jobs for customers:
  - **Build on the ideas of others.**
  - **Defer evaluation.**
  - **Aim for loads of ideas.**







## CHALLENGE 2 - SKULL ISLAND



### CLASSROOM INDIVIDUAL ACTIVITY 1

Work in pairs. Answer the questions below. Create ideas for your 'wild idea' jacket.



Would it have a zip, buttons, velcro or something else?

What would it look like?

Will it be red, green, or something else?

Would it have a heater?

What shop would you sell it in?

Oops, maybe you will not sell it in a shop?

Create a picture below by connecting all your ideas together. What did you end up with?



## CHALLENGE 2 - SKULL ISLAND

### 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> <input type="text"/>	<b>TOTAL NO:</b> <input type="text"/>



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.

--







## CHALLENGE 2 - SKULL ISLAND



### HOME ACTIVITY

#### Mission Log

Write down your takeaways from the challenge today.





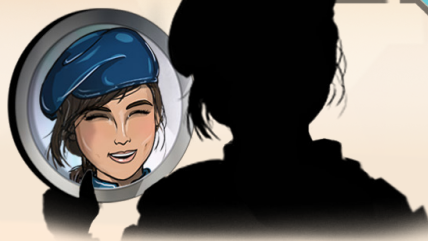
## CHALLENGE 2 - SKULL ISLAND



### HOME ACTIVITY

#### 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 3 - SUBURBAN SURPRISE

Talk to your family and ask where/ when/ how they had to manage their emotions? Can they give you an example (in a home or work setting) of when they noticed themselves getting frustrated and they had to take a deep breath to calm down and feel less frustrated.

Parent/ Guardian signature





## CHALLENGE 2 - SKULL ISLAND



# MAGICAL LEADERS

## CHALLENGE 2 - SKULL ISLAND

HANG ME  
ON YOUR  
BEDROOM  
WALL



## EFFECTIVE COMMUNICATION

### EFFECTIVE COMMUNICATION



1

#### LISTENING & SPEAKING

2

#### ACTIVE LISTENING

- LETTING OTHERS SPEAK
- ONE VOICE AT A TIME
- LISTENING TO WHAT THEY SAY

3

#### PARAPHRASING

- CHECK THE MESSAGE MEANING
- ENSURE THE MESSAGE IS UNDERSTOOD

#### TWO STEPS TO INNOVATION

- **IDEATION** = COMING UP WITH IDEAS
- **EVALUATION** = CHECKING WHY IDEAS ARE GOOD OR BAD



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## CHALLENGE 2 - SKULL ISLAND

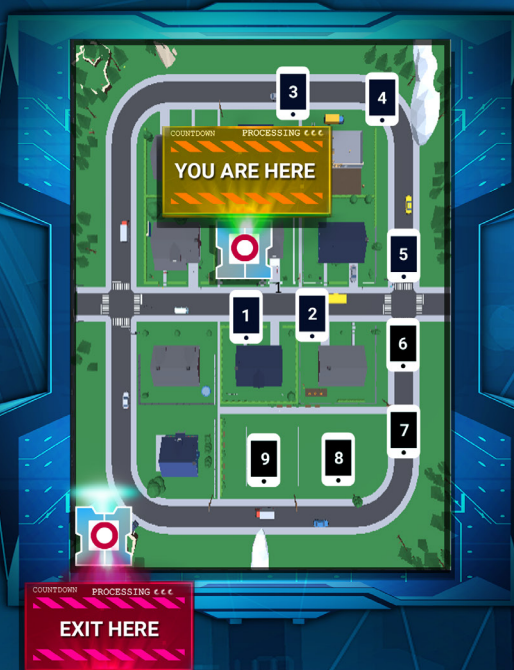




## CHALLENGE 3 - SUBURBAN SURPRISE

### CHALLENGE 3

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



CONTINUE





## CHALLENGE 3 - SUBURBAN SURPRISE

### PUPIL SHEETS

1 Copy/  
Pupil (excls.  
Peer Team)



### PUPIL OVERVIEW

Your Challenge is to explore the Suburbs and find the 9 phones and unlock the collectable. The Challenge is about **self-awareness and relationships**. Venture owners have to think correctly under pressure. Each person's brain reacts to stress in a similar way. When we are stressed our brains go into 'fight', 'flight' or 'freeze' modes.



We can recognise when we are stressed by the signals our bodies give us. Some examples of the signals are: dry mouth; heart beating fast; shaking knees, or ; sweating palms. The brain stem looks after breathing and keeping your heart beating. Another part of the brain, the amygdala looks after reacting to threats. The pre-frontal cortex manages emotions and makes complex decisions. When the amygdala takes over, we flip our lid and our pre-frontal cortex goes offline.

T-CUP stands for thinking correctly under pressure. To go from the 'amber' stressed zone back to the 'green' calm zone we need to recognise our bodies' stress signals and to use T-CUP techniques. Examples of such techniques are going for a walk or listening to music.

If you go into the 'red zone' and say or do something in anger, talk afterwards face to face with the person and use lots of active listening.







## CHALLENGE 3 - SUBURBAN SURPRISE

### HERE ARE THE KEY MESSAGES

- When stressed, people are hard wired to go into 'fight', 'flight' or 'freeze' modes.
- In fight, flight or freeze mode we cannot think calmly or rationally.
- The signs of stress on our bodies are: dry mouth; heart beating fast; shaking knees, or; sweating palms.
- Have a plan for when you get stressed e.g. go for a walk.
- To repair relationships talk face to face and use lots of active listening.

### HOW OUR BODY SIGNALS STRESS







## CHALLENGE 3 - SUBURBAN SURPRISE

### CLASSROOM INDIVIDUAL ACTIVITY 1

#### FALLING OUT AND GETTING BACK TOGETHER AGAIN



##### 1. Write Ideas

On your own jot down some ideas about how Selva and Steve could restore their relationship.



##### 2. Discuss

Discuss your ideas in your teams.



##### 3. Role Play

Two people from your group have to role play how Steve could approach Selva, or maybe Selva should approach Steve, to sort things out and make sure they can work together effectively. They've got a venture to run and they can't let an argument disrupt their plans.





## CHALLENGE 3 - SUBURBAN SURPRISE

### 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.

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TOTAL YES:    TOTAL NO:	



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.

--







## CHALLENGE 3 - SUBURBAN SURPRISE

### HOME ACTIVITY

#### MISSION LOG

Write down below your takeaways from your challenge today:



#### 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.



**COOL**  
IT'S COOL TO BE ME



## CHALLENGE 3 - SUBURBAN SURPRISE

### HOME ACTIVITY

#### PREPARE FOR THE NEXT CHALLENGE 4 - WILD WEST

Talk to your family and ask where / when / how they worked as a team? Can they give you an example (in a work or home setting) of when they worked with other people to successfully complete a task – it could be putting up a tent or just doing the washing up.

Parent/ Guardian signature





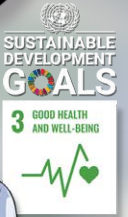


# MAGICAL LEADERS

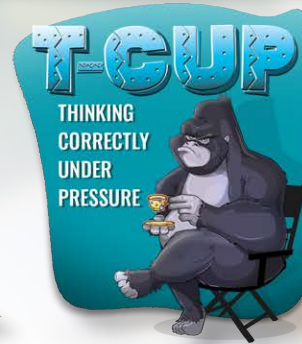
## CHALLENGE 3 - SUBURBAN SURPRISE

HANG ME  
ON YOUR  
BEDROOM  
WALL

### SELF AWARENESS & RELATIONSHIPS



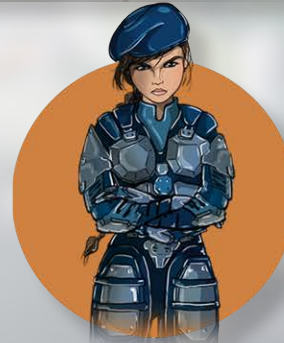
#### GREEN ZONE - CALM



#### T-CUP TECHNIQUES



#### AMBER ZONE - ANXIOUS



#### RED ZONE - FLIPPED



#### TO REPAIR RELATIONSHIPS:

- TALK FACE TO FACE
- USE LOTS OF ACTIVE LISTENING



ZEEKO

Enterprise  
Ireland





## CHALLENGE 3 - SUBURBAN SURPRISE







## CHALLENGE 4 - WILD WEST

### CHALLENGE 4

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



CONTINUE





## CHALLENGE 4 - WILD WEST

### PUPIL SHEETS

1 Copy/  
Pupil (excls.  
Peer Team)



### PUPIL OVERVIEW

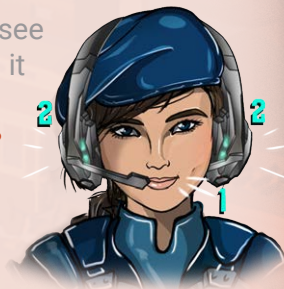
Your Challenge is to explore the Wild West, find the 10 phones and unlock the collectible. This Challenge is about **Teamwork**. Venture owners work with many people to get the job done. For example, Venture Owners work with sales teams; marketing; advertisers; suppliers; web designers; other directors, and; branding.



Perception is having two or more different points of view for the same thing - which could be a physical item or an idea. Two people can see the same item, but have a different point of view. Sometimes when we are looking for one item, we might miss another item. This is a **blind spot in our perception**. The great thing about working in teams is your teammate(s) might see what you do not see.

It is okay, if you do not perceive/see every item. It is not about getting it right or wrong. If you learn from the experience, this is success. **Empathy is putting yourself in the other person's shoes to look from their perspective/point of view.**

Active listening is required to understand another person's perception/perspective. Remember to use paraphrasing to check the message. Sometimes working in teams can be stressful and our bodies will give us the signals for anxiety.







## CHALLENGE 4 - WILD WEST

When we are in the amber zone use the T-CUP techniques to get back to the green zone.

An innovation is a new way of doing a job or solving a problem for someone. **To be an innovator you need to see an item from a different perspective.** For example, when other people see a duck you see a rabbit or when other people see a firework in the sky, you see drones with lights on them. We will explore these examples more throughout the lesson. There are lots of benefits to working in a team, together we can get jobs done, **quicker, cheaper and to a better standard.**

### HERE ARE THE KEY MESSAGES



- Perception is having two points of view for one item.
- A perception blind spot is when we are looking for one item so intently that we miss another item.
- Empathy is putting yourself in the other person's shoes to look from their perspective/ point of view.
- To work effectively in a team, use:
  - Active listening to understand what another person's perception/ perspective is.
  - Paraphrasing to check the message.
  - The T-CUP techniques to get back to the green zone, from the amber zone when you are anxious.
- To be an innovator you need to see an item from a different perspective.
- In teams we can get jobs done, quicker, cheaper and to a better standard.





## CHALLENGE 4 - WILD WEST







## CHALLENGE 4 - WILD WEST

### CLASSROOM INDIVIDUAL ACTIVITY 1

#### SNOW BLIZZARD

Follow the instructions below for this activity for your group:

- Remove this page from the book, one page needed per group.
- Tear the page into 8 pieces.
- Each person in the group is to write their name on 1 of the pieces of paper.
- Scrunch up the pieces of paper with the names on them. Put them in a pile in the center of your groups' table to create a blizzard of bits of paper like a snow storm.
- When all the pieces are in the center of the table, find your own name in SILENCE.
- If you open a piece of paper with someone else's name, scrunch it up again and put it back in the pile.



Enter your name in this box.







## CHALLENGE 4 - WILD WEST





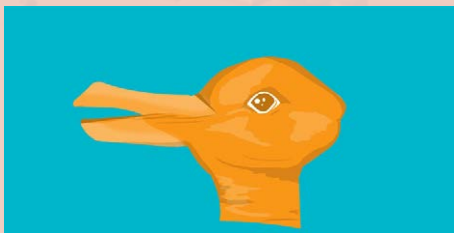


## CHALLENGE 4 - WILD WEST

### CLASSROOM INDIVIDUAL ACTIVITY 2

#### WHAT DO YOU SEE?

On your own write down what you see for each of the following 5 images.  
When you are finished wait for the next instruction from the presenter.







## CHALLENGE 4 - WILD WEST

### 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.	
TOTAL YES:  TOTAL NO:	

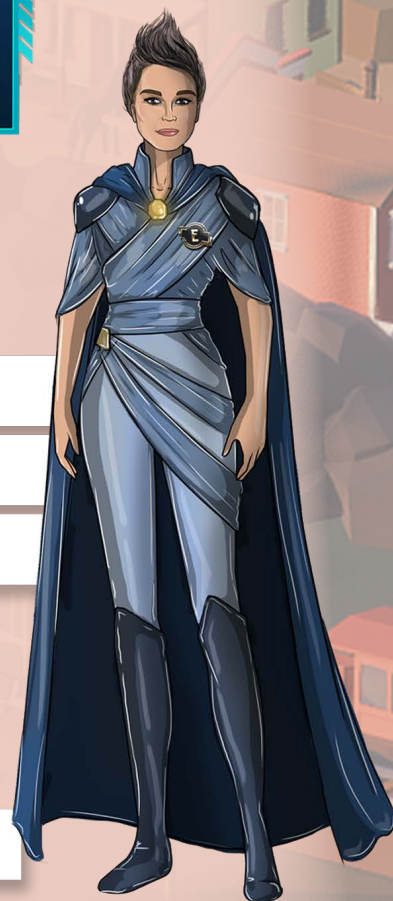


In your groups, list 3 things today's team did well.




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

--







## CHALLENGE 4 - WILD WEST

### HOME ACTIVITY

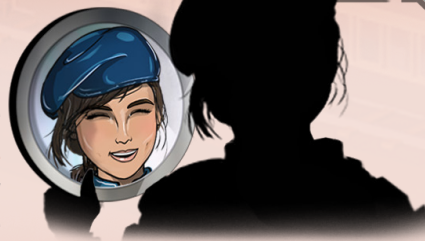
#### MISSION LOG

Write down below your takeaways from your challenge today:



#### 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.







## CHALLENGE 4 - WILD WEST

### HOME ACTIVITY

#### PREPARE FOR THE NEXT CHALLENGE 5 - CASTLE IN THE CLOUDS

Talk to your family and ask can they give you an example (in a work or home setting) of when they worked with other people to solve a problem. How did they think of the solutions. For example, it could be hanging a picture on the wall, but having no drill or hammer.

Parent/ Guardian signature

# MAGICAL LEADERS

## CHALLENGE 4 - WILD WEST

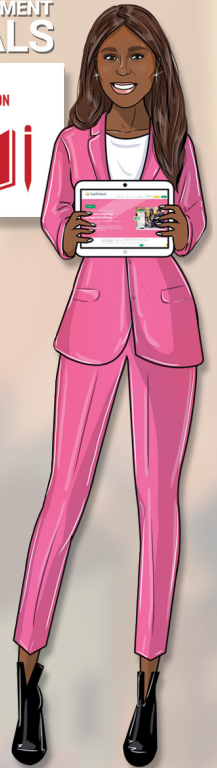
HANG ME  
ON YOUR  
BEDROOM  
WALL

### TEAM-WORKING



SUSTAINABLE  
DEVELOPMENT  
GOALS

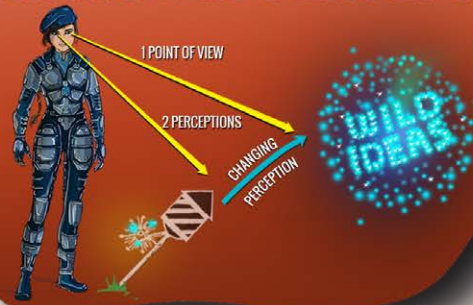
4 QUALITY  
EDUCATION



INNOVATION IS 1 TEAM,  
MANY PERSPECTIVES



INNOVATION NEEDS A  
CHANGE IN PERCEPTION



BLIND SPOT

WHEN WE ARE LOOKING  
FOR ONE ITEM WE MIGHT MISS  
ANOTHER ITEM



EMPATHY

IS PUTTING YOURSELF IN THE  
OTHER PERSON'S SHOES TO LOOK FROM  
THEIR PERSPECTIVE/POINT OF VIEW



ZEEKO

Enterprise  
Ireland





## CHALLENGE 4 - WILD WEST

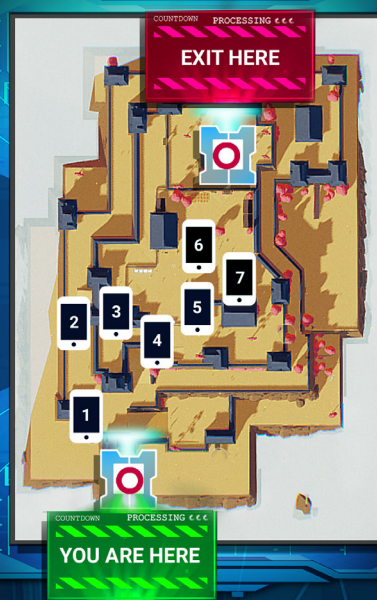




## CHALLENGE 5 - CASTLE IN THE CLOUDS

### CHALLENGE 5

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



CONTINUE



## PUPIL SHEETS

1 Copy/  
Pupil (excls.  
Peer Team)



## PUPIL OVERVIEW

Your Challenge is to explore the Castle in the Clouds, find the 7 phones and unlock the collectible. This Challenge is about **Creative Problem Solving**. Venture owners and people in general solve problems every day.

Throughout the previous challenges you have seen that customer value is solving a problem or doing a job for a person, and; an innovation is a new way of solving a problem. **To create innovations we need creative problem solving.** Do you remember the 3 tricks to ideate 'wild ideas'?

- **BUILD** on the ideas of others.
- **AIM** for loads of wild ideas.
- **DEFER** evaluation.



You have already used creative problem solving in Challenge 2 on your 'wild ideas' jacket.

When we try to create new solutions we are constrained in our perception that literally stop us from 'thinking outside the box'. The trick is to ideate and come up with 'wild ideas'.

**Solar energy is radiant light and heat from the sun.** Sunlight can be captured for free to create heat and electricity. Black surfaces absorb more



## CHALLENGE 5 - CASTLE IN THE CLOUDS

light and energy. The United Nations Sustainable Development Goal 7 is about affordable and clean energy. Can you use your creative problem skills to create a solar panel to heat your classroom from recycled items from your house?

### HERE ARE THE KEY MESSAGES

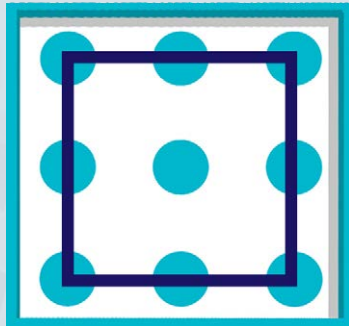
- Creative problem solving is necessary to create new value for customers and society.
- Everybody is creative.
- Our perception blind spots stop us from 'thinking outside the box'.
- Use your 'wild idea' tricks to overcome your perception blind spots:
  - **BUILD** on the ideas of others.
  - **AIM** for loads of wild ideas.
  - **DEFER** evaluation.
- Sunlight can be captured for free to create heat and electricity.
- Solar energy can fulfill United Nations Sustainable Development Goal 7 to provide affordable and clean energy.
- It can be frustrating to think outside the box. Don't forget to use T-CUP.



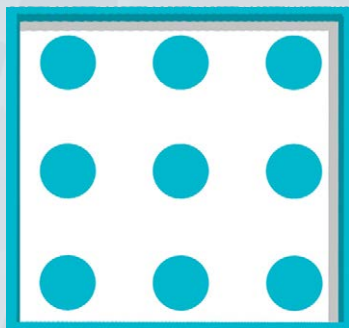
## CHALLENGE 5 - CASTLE IN THE CLOUDS

### CLASSROOM INDIVIDUAL ACTIVITY 1

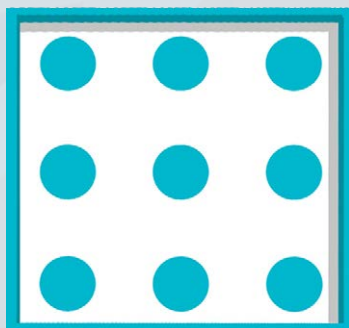
#### THINKING OUTSIDE THE BOX



Work on your own. The goal of this challenge is to join the nine dots with **four straight lines** without lifting your pen/ pencil off the page. The example shows the task done incorrectly.



Now try it yourself. Try to join the nine dots with **4 straight lines**.



Work in your groups. The goal of this challenge is to join the nine dots with **3 straight lines** without lifting your pen/ pencil off the page. Use the 3 tricks to create new ways to solve problems:

- **BUILD** on the ideas of others.
- **AIM** for loads of wild ideas.
- **DEFER** evaluation.



## CHALLENGE 5 - CASTLE IN THE CLOUDS

### CLASSROOM INDIVIDUAL ACTIVITY 2

#### SOLAR ENERGY CHALLENGE

Create ideas to build a solar panel to heat your class from recycled items from your house. The project has to fulfil the requirements of the UN Sustainable Development Goal 7 - Affordable and Clean Energy.



Use the 3 tricks to ideate 'wild ideas':

- **BUILD** on the ideas of others.
- **AIM** for loads of wild ideas.
- **DEFER** evaluation (don't say if the ideas are good or bad, we can evaluate the ideas in Challenge 6).

First, work on your own to come up with ideas. Do this for 3-5 minutes.

Secondly, share your ideas with your group and build on the ideas of your classmates.





## CHALLENGE 5 - CASTLE IN THE CLOUDS

### 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.	
TOTAL YES:  TOTAL NO:	

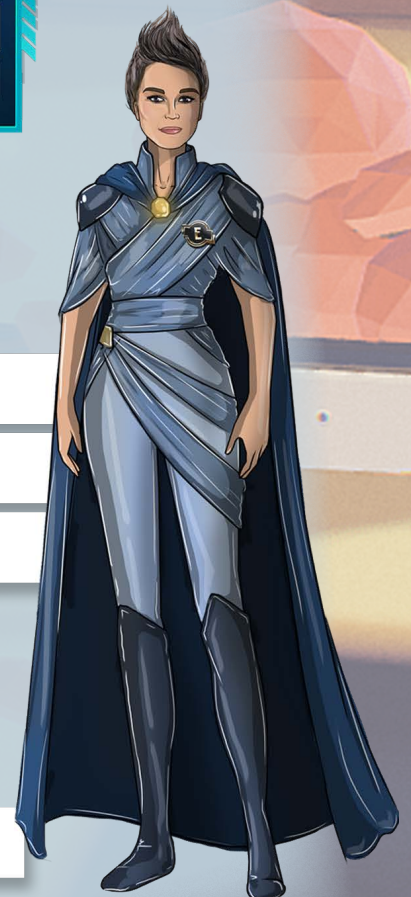


In your groups, list 3 things today's team did well.




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

--







## CHALLENGE 5 - CASTLE IN THE CLOUDS

### HOME ACTIVITY

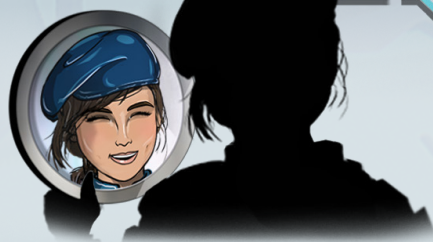
#### MISSION LOG

Write down below your takeaways from your challenge today:



#### 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.







## CHALLENGE 5 - CASTLE IN THE CLOUDS

### HOME ACTIVITY

#### PREPARE FOR THE NEXT CHALLENGE 6 - DARK DUNGEON

Talk to your family and ask can they give you an example (in a work or home setting) of when they worked with other people to evaluate if an item was good or bad and why the item was good or bad. For example, it could be what colour to paint or tile the kitchen walls or what to cook on a cold December day.

Parent/ Guardian signature



# MAGICAL LEADERS

## CHALLENGE 5 - CASTLE IN THE CLOUDS

HANG ME  
ON YOUR  
BEDROOM  
WALL

### CREATIVE PROBLEM SOLVERS

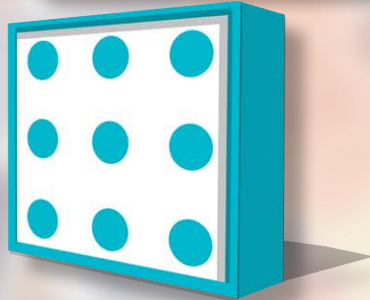


SUSTAINABLE  
DEVELOPMENT  
GOALS

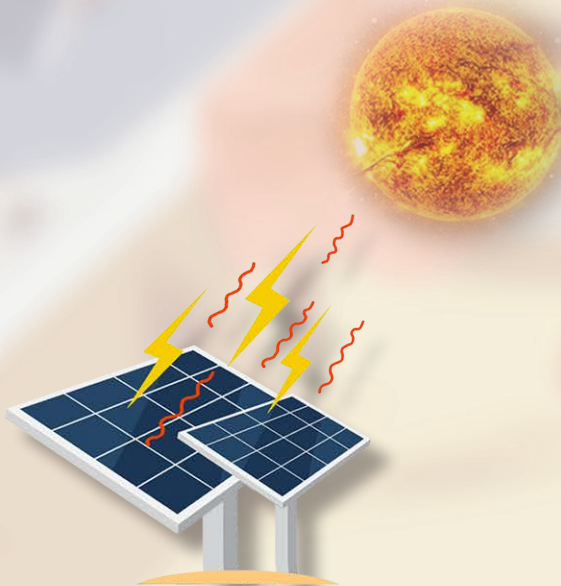
11 SUSTAINABLE CITIES  
AND COMMUNITIES



THINKING OUTSIDE THE BOX BEWARE  
OF PERCEPTION BLINDSPOTS



BE 'BAD' TO OVERCOME BLIND SPOTS



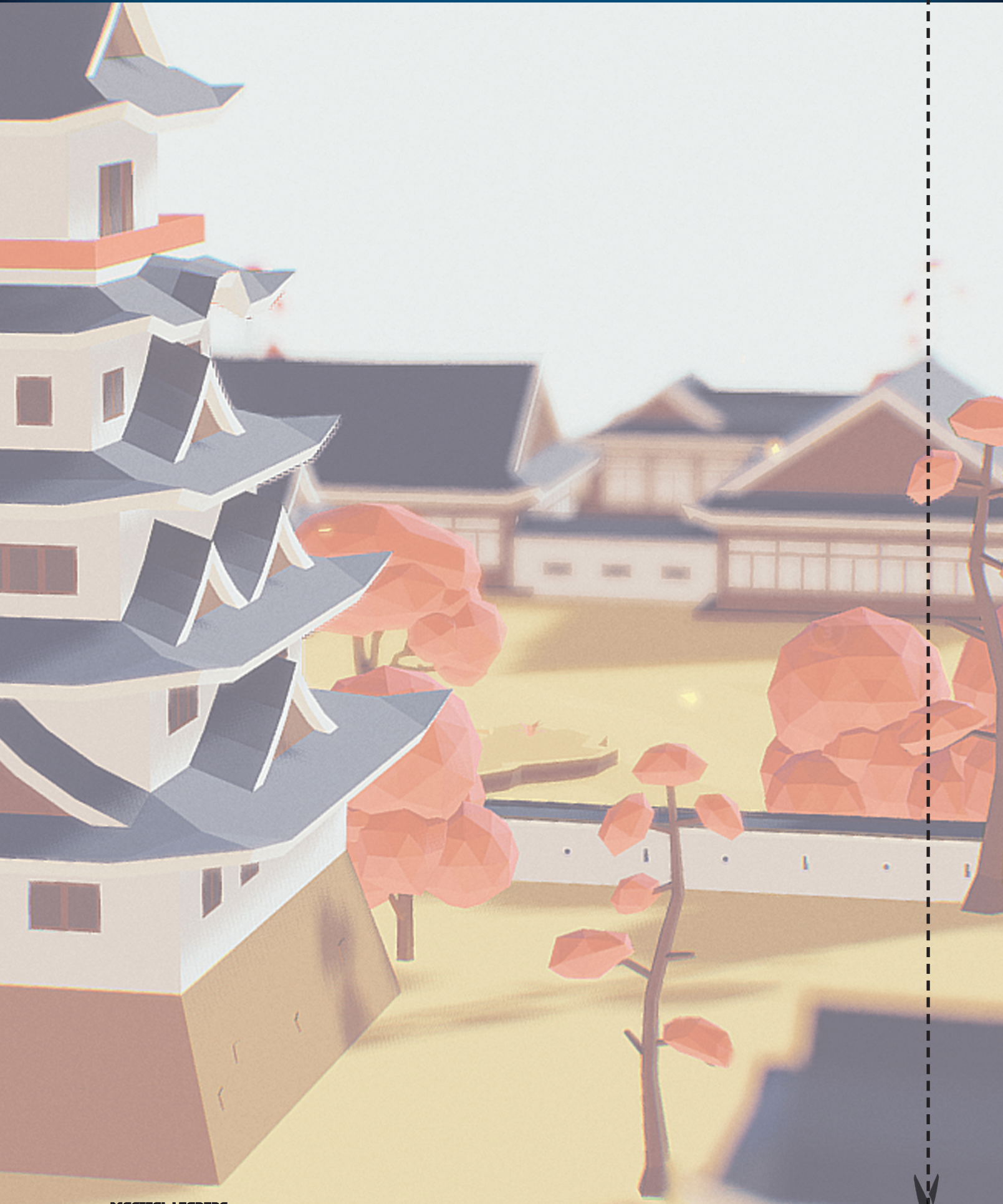
**ZEEKO**

**Enterprise  
Ireland**





## CHALLENGE 5 - CASTLE IN THE CLOUDS



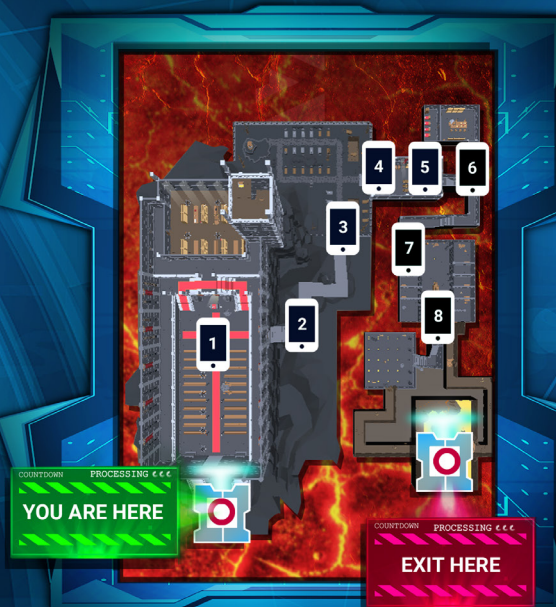




## CHALLENGE 6 - DARK DUNGEON

### CHALLENGE 6

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



CONTINUE





## CHALLENGE 6 - DARK DUNGEON

### PUPIL SHEETS

1 Copy/  
Pupil (excls.  
Peer Team)



### PUPIL OVERVIEW



Your Challenge is to explore the Dark Dungeon, find the 8 phones and unlock the collectible. This Challenge is about **Critical Thinking**. Venture owners and people in general use critical thinking to make effective decisions every day.

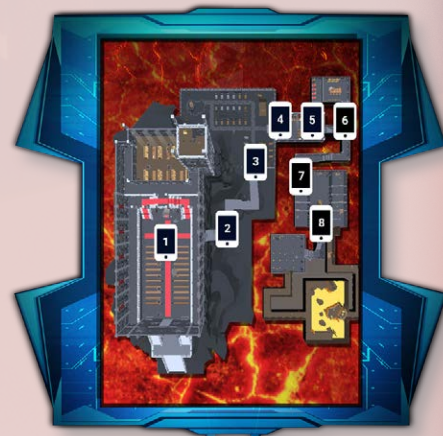
You can make better decisions with facts.

Decisions made with opinions are not as good. The checklist below can help you identify if something is a fact:

- Can we check if it is true (verify).
- Based on research.
- Accepted by all people (universal).
- Not open to questions (not debatable).

This checklist can help us identify if something is an opinion:

- A belief or judgement about something.
- Based on personal view.
- Not accepted by all people.
- Open to questions (debatable).



Critical thinking is about evaluating/ examining an

item based on facts. In Challenge 2 we spoke about the New Value Creator Innovation Process having 2 parts:



- **Ideate**
- **Evaluate**





## CHALLENGE 6 - DARK DUNGEON

The solar panel challenge from Challenge 5 has to fulfil the requirements of the UN Sustainable Development Goal 7 - Affordable and Clean Energy. To evaluate your project think of questions and what facts you can use.

Well done, you are nearly finished Part 1 Mission Keneng. Finally, plan your celebration event with your teacher.



### HERE ARE THE KEY MESSAGES

- Make better decisions with facts. Decisions made with opinions are not as good.
- Critical thinking is about evaluating/ examining an item based on facts.
- The New Value Creator Innovation Process has 2 parts.
  - Ideate
  - Evaluate





## CHALLENGE 6 - DARK DUNGEON

### CLASSROOM INDIVIDUAL ACTIVITY 1

#### FACT OR OPINION?

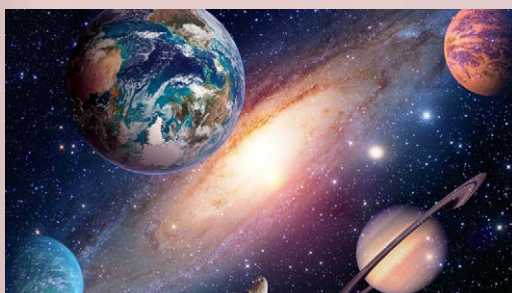
Use the table below to check if the statements below are facts or opinions.

FACT OR OPINION	
FACT	OPINION
CAN WE CHECK IF IT IS TRUE (VERIFY)	A BELIEF OR JUDGEMENT ABOUT SOMETHING
BASED ON RESEARCH	BASED ON PERSONAL VIEW
ACCEPTED BY ALL PEOPLE (UNIVERSAL)	NOT ACCEPTED BY ALL PEOPLE
NOT OPEN TO QUESTIONS (NOT DEBATABLE)	OPEN TO QUESTIONS (DEBATABLE)



#### Fact or Opinion?

Manchester United are the worst soccer club in England.



#### Fact or Opinion?

The Earth is not the smallest planet in the solar system.



#### Fact or Opinion?

Ireland is the smallest country in Europe.





## CHALLENGE 6 - DARK DUNGEON

### CLASSROOM INDIVIDUAL ACTIVITY 2

#### EVALUATE YOUR SOLUTION IDEAS

For each of your solution ideas for your solar panel from Classroom Activity 2 in Challenge 5, evaluate each solution against the questions listed below:



#### DOES IT PRODUCE HEAT?

Idea 1

Idea 2

Idea 3

#### IS IT MADE FROM RECYCLED ITEMS FROM OUR HOUSE?

Idea 1

Idea 2

Idea 3

#### IS THE ENERGY AFFORDABLE?

Idea 1

Idea 2

Idea 3

#### IS THE ENERGY CLEAN?

Idea 1

Idea 2

Idea 3







## CHALLENGE 6 - DARK DUNGEON

### 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.	
TOTAL YES: <input type="text"/> TOTAL NO: <input type="text"/>	

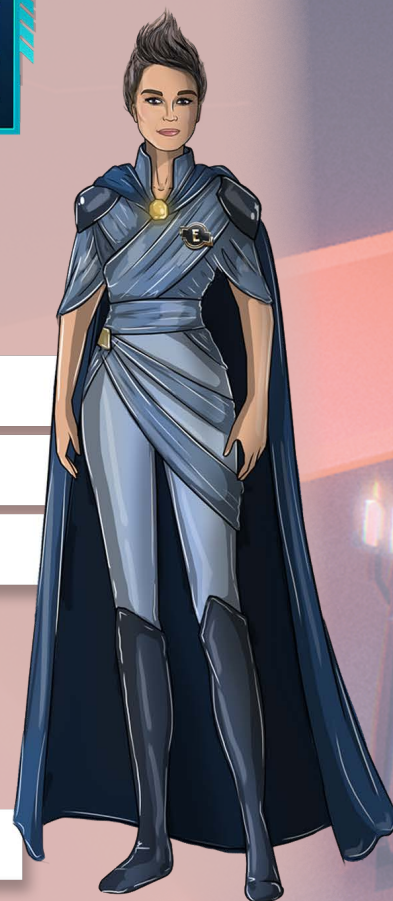


In your groups, list 3 things today's team did well.




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

--







## CHALLENGE 6 - DARK DUNGEON

### HOME ACTIVITY

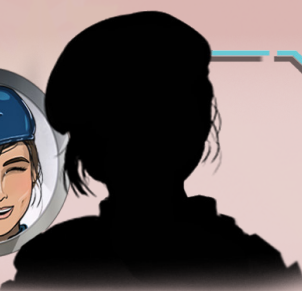
#### MISSION LOG

Write down below your takeaways from your challenge today:



#### 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.







## CHALLENGE 6 - DARK DUNGEON

### HOME ACTIVITY

#### PREPARE FOR THE CELEBRATION EVENT

Invite your parent/carer to observe the celebration event. Think of some ideas together for your PowerPoint presentation, song/ rap, TV ad, practical demonstration or any other format your group chose.

Parent/ Guardian signature



# MAGICAL LEADERS

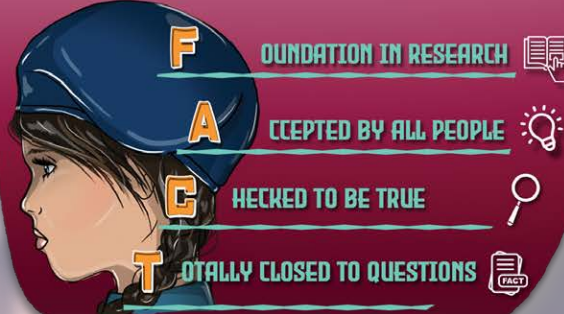
## CHALLENGE 6 - DARK DUNGEON



HANG ME  
ON YOUR  
BEDROOM  
WALL

### CRITICAL THINKING

#### MAKE BETTER DECISIONS WITH FACTS



FACT	OPINION
FOUNDATION IN RESEARCH	BASED ON A PERSONAL VIEW
ACCEPTED BY ALL PEOPLE (UNIVERSAL)	NOT ACCEPTED BY ALL PEOPLE
CHECKED TO BE TRUE (VERIFIABLE)	A BELIEF OR JUDGEMENT ABOUT SOMETHING
TOTALLY CLOSED TO QUESTIONS (NOT DEBATABLE)	OPEN TO QUESTIONS



DECISIONS MADE WITH  
OPINIONS ARE NOT AS GOOD  
"I THINK MANCHESTER  
UNITED ARE GOOD"



CRITICAL THINKING INVOLVES EVALUATING/  
EXAMINING AN ITEM BASED ON FACTS



DOES IT PRODUCE HEAT?

IS IT MADE FROM RECYCLED  
ITEMS FROM OUR HOUSE?

IS THE ENERGY AFFORDABLE?

IS THE ENERGY CLEAN?



ZEEKO

Enterprise  
Ireland





## CHALLENGE 6 - DARK DUNGEON









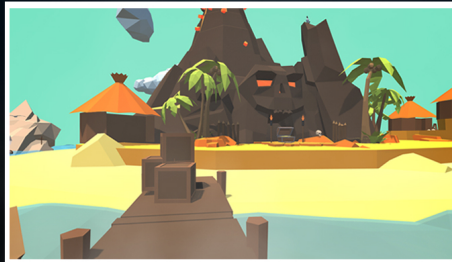
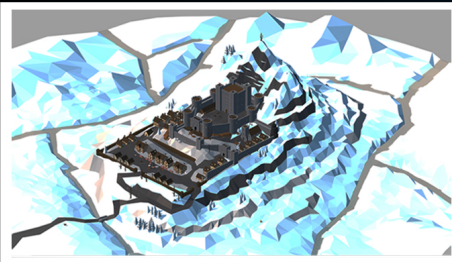
# MAGICAL LEADERS

The year is 2030, self-drive cars were replaced by Gamavators, a teleporting device to transport humans between worlds. Primary school children hear about the great pandemic in 2020 through their online personal learner. Dark North the father of online tyranny dominates the online game network and is supported by a global network of players.



## MISSION KENENG

The rulers of Planet Spe, Soportar and Sammilit, have sent their only child, Captain Steam to save the online game network from the tyranny of Dark North. Captain Steam, code name, Sierra Echo 1, is teleported in the Gamavator from Planet Spe to the Snow Castle in the Zeeko Galaxy. Selva Steam explores the Snow Castle to find the hidden phones to unlock the Gamavator. Sierra Echo 1 uses the Gamavator to teleport to the next level, Skull Island. As Captain Steam gets more collectibles and unlocks more levels, her inner force grows and develops Selva Steam. In the Suburbs, Selva must think correctly under pressure. Captain Steam uses DVGs (day vision goggles) in the Wild West to see the world from a different perspective. Selva comes up with some 'Wild Ideas' in the Castle in the Clouds. To complete Mission Keneng, Sierra Echo 1 uses the Critical 'Y' on her Wild Ideas.



ZEEKO, NovaUCD

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