DISCOVER EXAMPLES OF LEAN AND ONLINE START-UPS

Module III | **Course** Entrepreneurial Finance | **Topic 2** Starting a New Venture | **Lesson 1** Lean Start-Up, Online Start-Up and Social Venture

Activity

- **Short Description**: In an individual activity, each student should find well known examples of lean and online startup-s.
- **Methodology**: Research-based learning
- **Duration:** 1h
- **Difficulty (high - medium - low)**: Low
- **Individual / Team**: Individual
- **Classroom / House**: Home
- **What do we need to do this activity?**
    - **Hardware** (Computer or Smartphone)
    - **Software** (Web browser)
    - **Other resources** (None)

Description

- **Text description**: Once when the lesson is presented by the teacher, the student should find examples of the different lean and online startups.
- **Illustration**:

Instructions

Chose a web browser to find needed information.

1. STEP 1: Using the internet, find examples of lean and online startups.
2. STEP 2: Analyze the examples for a better understanding of the lesson.

Expected outcomes

- Students will learn what are online and lean startups through examples.

This activity can be used in other (module, course, topic, lesson):

- **Module III, III.1 Business model creation**

DIGICOMP (Competences developed): *Browsing, searching and filtering data, information, and digital content, Evaluating data, information, and digital content, Interacting through digital technologies*

ENTRECOMP (Competences developed): *Motivation and perseverance, Learning through experience*

ANNEX:

DIGCOMP	ENTRECOMP

1. INFORMATION AND DATA LITERACY	1. IDEAS AND OPPORTUNITIES
1.1 Browsing, searching and filtering data, information and digital content 1.2 Evaluating data, information and digital content 1.3 Managing data, information and digital content	1.1 Spotting opportunities 1.2 Creativity 1.3 Vision 1.4 Valuing ideas 1.5 Ethical and sustainable thinking
2. COMMUNICATION AND COLLABORATION	**2. RESOURCES**
2.1 Interacting through digital technologies 2.2 Sharing through digital technologies 2.3 Engaging in citizenship through digital technologies 2.4 Collaborating through digital technologies 2.5 Netiquette 2.6 Managing digital identity	2.1 Self- awareness and self- efficacy 2.2 Motivation and perseverance 2.3 Mobilizing resources 2.4 Financial and economic literacy 2.5. Mobilizing others
3. DIGITAL CONTENT CREATION	**3. INTO ACTION**
3.1 Developing digital content 3.2 Integrating and re-elaborating digital content 3.3 Copyright and licences 3.4 Programming	3.1 Taking the initiative 3.2 Planning and management 3.3 Coping with uncertainty, ambiguity and risk 3.4 Working with others 3.5. Learning through experience
4. SAFETY	
4.1 Protecting devices	

4.2 Protecting personal data and privacy 4.3 Protecting health and well-being 4.4 Protecting the environment	
5. PROBLEM SOLVING 5.1 Solving technical problems 5.2 Identifying needs and technological responses 5.3 Creatively using digital technologies 5.4 Identifying digital competence gaps	