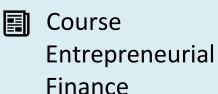
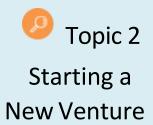
# DISCOVER EXAMPLES OF LEAN AND ONLINE START-UPS









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
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3.3 Copyright and licences risk 3.4 Programming 3.5. Learning through experience		
information and digital content  1.2 Evaluating data, information and digital content  1.3 Managing data, information and digital content  1.4 Valuing ideas  1.5 Ethical and sustainable thinking  2. COMMUNICATION AND COLLABORATION  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  3. DIGITAL CONTENT CREATION  3.1 Taking the initiative  3.2 Integrating and re-elaborating digital content  3.3 Copyright and licences  3.4 Programming  3.5 Learning through experience	1. INFORMATION AND DATA LITERACY	1. IDEAS AND OPPORTUNITIES
1.2 Evaluating data, information and digital content  1.3 Managing data, information and digital content  1.4 Valuing ideas  1.5 Ethical and sustainable thinking  2. COMMUNICATION AND COLLABORATION  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  3. DIGITAL CONTENT CREATION  3.1 Taking the initiative  3.2 Integrating and re-elaborating digital content  3.3 Copyright and licences  3.4 Programming  3.5 Learning through experience		1.1 Spotting opportunities
1.3 Vision  1.3 Managing data, information and digital content  1.5 Ethical and sustainable thinking  2. COMMUNICATION AND COLLABORATION  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  3. DIGITAL CONTENT CREATION  3.1 Developing digital content  3.2 Integrating and re-elaborating digital content  3.3 Copyright and licences  3.4 Programming  1.4 Valuing ideas  2. RESOURCES  2.2. Resources  2.2 Motivation and perseverance  2.3 Mobilizing resources  2.4 Financial and economic literacy  2.5. Mobilizing others  3. INTO ACTION  3.1 Taking the initiative  3.2 Planning and management  3.3 Copyright and licences  3.4 Working with uncertainty, ambiguity and risk  3.5 Learning through experience	-	1.2 Creativity
2. COMMUNICATION AND COLLABORATION  2. 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 3. DIGITAL CONTENT CREATION 3.1 Taking the initiative 3.2 Integrating and re-elaborating digital content 3.3 Copyright and licences 3.4 Programming 3.5 Learning through experience	_	1.3 Vision
2. COMMUNICATION AND COLLABORATION  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 3. DIGITAL CONTENT CREATION 3. 1 Developing digital content 3. 2 Integrating and re-elaborating digital content 3. 3 Copyright and licences 3. 4 Programming 3. 4 Working with others 3. 5. Learning through experience		1.4 Valuing ideas
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technologies 2.4 Collaborating through digital technologies 2.5 Netiquette 2.6 Managing digital identity 3. DIGITAL CONTENT CREATION 3.1 Developing digital content 3.2 Integrating and re-elaborating digital content 3.3 Copyright and licences 3.4 Programming 3.5 Learning through experience	2.2 Sharing through digital technologies	2.2 Motivation and perseverance
2.4 Collaborating through digital technologies  2.5 Netiquette  2.6 Managing digital identity  3. DIGITAL CONTENT CREATION  3.1 Developing digital content  3.2 Integrating and re-elaborating digital content  3.3 Copyright and licences  3.4 Programming  2.4 Financial and economic literacy  2.5. Mobilizing others  3. INTO ACTION  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		2.3 Mobilizing resources
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3.3 Coping with uncertainty, ambiguity and risk  3.4 Programming  3.5 Learning through experience		3.2 Planning and management
3.5. Learning through experience		3.3 Coping with uncertainty, ambiguity and risk
	3.4 Programming	3.4 Working with others
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4. SAFELL	4. SAFETY	
4.1 Protecting devices	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
3.1 301VIIIg teerimear problems
5.2 Identifying needs and technological responses
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