DISCOVER THE BEST BUSINESS IDEAS

Module III

Course Testing Business Ideas

Topic 1 Getting From Idea to Validated Business

Lesson 1 Idea

Activity

- **Short Description**: In an individual activity, each student should find some good examples of business ideas.
- **Methodology**: Research based learning
- **Duration:** 1 hour
- **Difficulty (high - medium - low)**: Low
- **Individual / Team**: Individual
- **Classroom / House**: House
- **What do we need to do this activity?**
    - **Hardware** (Computer or Mobile phone)
    - **Software** (Web browser)
    - **Other resources** (None)

Description

- **Text description**: Once when the lesson is presented by the teacher, the student should find some of the best examples of business ideas online.
- **Illustration**:
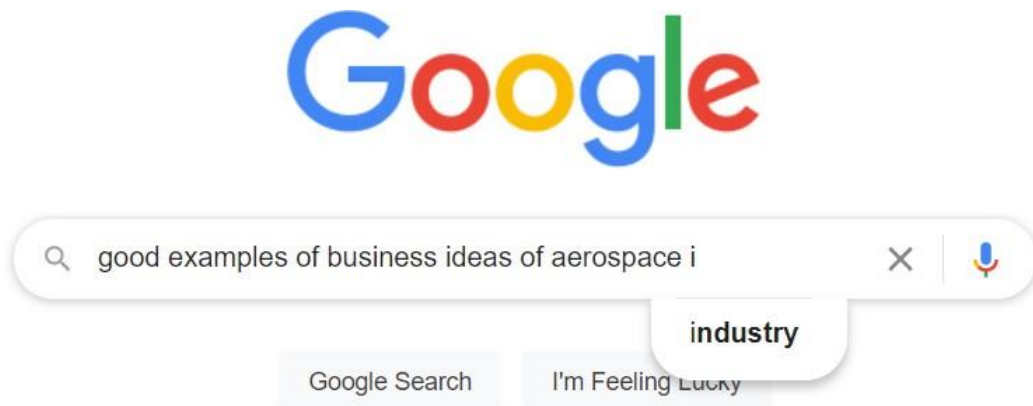
Instructions

Choose web browser to find needed informations.

1. STEP 1: Select the industry (aerospace, transport, computer, telecomunication, agriculture, construction, education, pharmaceutical industry, food industry, health and care, hospitality, entertainment, news media, energy, manufacturing, music, mining, electronics industri etc.)
2. STEP 2: Search for good examples of business ideas on the internet
3. STEP 3: Analyze if there is some similar business idea for industry that you have chosen.

Expected outcomes

- That the student learns to identify good business ideas.

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*

ENTRECOMP (Competences developed): *Spotting opportunities,Taking the initiative*

ANNEX:

DIGCOMP	ENTRECOMP
1. INFORMATION AND DATA LITERACY 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. IDEAS AND OPPORTUNITIES 1.1 Spotting opportunities 1.2 Creativity 1.3 Vision 1.4 Valuing ideas 1.5 Ethical and sustainable thinking
2. COMMUNICATION AND COLLABORATION 2.1 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. RESOURCES 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
2.6 Managing digital identity	

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	