

# DISCOVER EXAMPLES OF HYPOTHESIS



Module  
III



Course  
Testing  
Business Ideas



Topic 3  
Test



Lesson 1  
Hypothesis

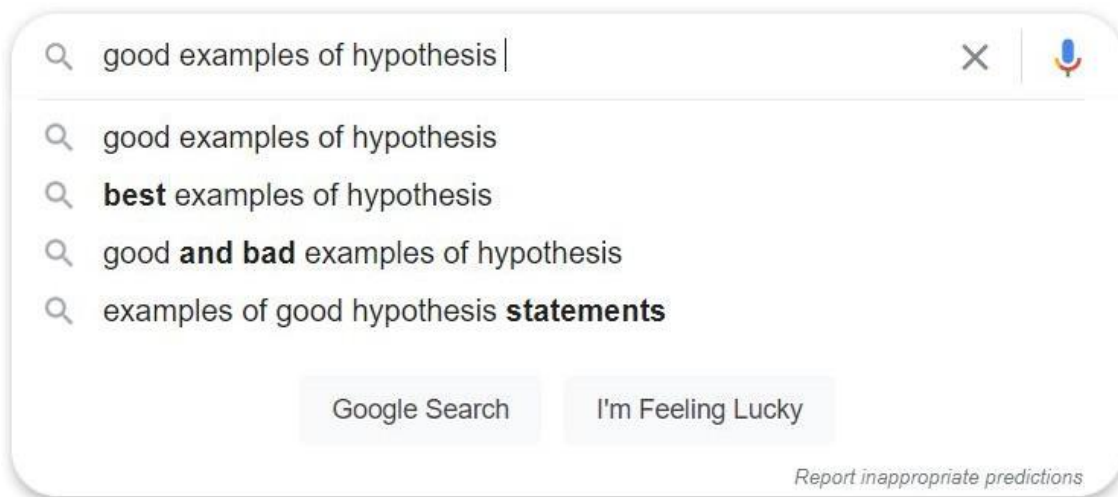
## Activity

- **Short Description:** In an individual activity, each student should find examples of hypotheses for better understanding the lesson.
- **Methodology:** Research - based learning
- **Duration:** 1h
- **Difficulty (high - medium - low):** Low
- **Individual / Team:** Individual
- **Classroom / House:** House
- **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 hypothesis for better understanding the lesson.
- **Illustration:**



## Instructions

Chose a web browser to find needed information.

1. STEP 1: Using the internet, find examples of good hypotheses.
2. STEP 2: Analyze and identify different types of hypotheses.

## Expected outcomes

- The students will better understand the hypothesis.

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

**Module, Course, Topic, Lesson**

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

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



**ANNEX:**

<b>DIGCOMP</b>	<b>ENTRECOMP</b>
<b>1. INFORMATION AND DATA LITERACY</b>  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	<b>1. IDEAS AND OPPORTUNITIES</b>  1.1 Spotting opportunities  1.2 Creativity  1.3 Vision  1.4 Valuing ideas  1.5 Ethical and sustainable thinking
<b>2. COMMUNICATION AND COLLABORATION</b>  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	<b>2. RESOURCES</b>  2.1 Self- awareness and self- efficacy  2.2 Motivation and perseverance  2.3 Mobilizing resources  2.4 Financial and economic literacy



2.5 Netiquette	2.5. Mobilizing others
2.6 Managing digital identity	
<b>3. DIGITAL CONTENT CREATION</b>	<b>3. INTO ACTION</b>
3.1 Developing digital content	3.1 Taking the initiative
3.2 Integrating and re-elaborating digital content	3.2 Planning and management
3.3 Copyright and licences	3.3 Coping with uncertainty, ambiguity and risk
3.4 Programming	3.4 Working with others
	3.5. Learning through experience
<b>4. SAFETY</b>	
4.1 Protecting devices	
4.2 Protecting personal data and privacy	
4.3 Protecting health and well-being	
4.4 Protecting the environment	
<b>5. PROBLEM SOLVING</b>	
5.1 Solving technical problems	
5.2 Identifying needs and technological responses	
5.3 Creatively using digital technologies	
5.4 Identifying digital competence gaps	

