DISCOVER THE BEST EXAMPLES
OF DIFFERENT TYPES OF
BUSINESS ORGANIZATIONS
Image: Constant of the second second

Business

Organization

Activity

- **Short Description**: In an individual activity, each student should find famous examples of the different types of Business Organization.
- 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







Business

Organization

- **Text description**: Once when the lesson is presented by the teacher, the student should find famous examples of the different types of business models.
- Illustration:



Instructions

Chose a web browser to find needed information.

- 1. STEP 1: Using the internet, find examples for different types of business organisation.
- 2. STEP 2: Analyze the examples for better understanding the lesson.

Expected outcomes

• The studets will learn types of business organisations through finding different examples.

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

• Module III.1, Business Model

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

ENTRECOMP (Competences developed): Spotting opportunities, Taking the initiative, 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	1.1 Spotting opportunities
	1.2 Creativity
1.2 Evaluating data, information and digital content	1.3 Vision
1.3 Managing data, information and digital content	1.4 Valuing ideas
	1.5 Ethical and sustainable thinking
2. COMMUNICATION AND COLLABORATION	2. RESOURCES
2.1 Interacting through digital technologies	2.1 Self- awareness and self- efficacy
2.2 Sharing through digital technologies	2.2 Motivation and perseverance
2.3 Engaging in citizenship through digital technologies	2.3 Mobilizing resources
2.4 Collaborating through digital technologies	2.4 Financial and economic literacy
	2.5. Mobilizing others
2.5 Netiquette	
2.6 Managing digital identity	
3. DIGITAL CONTENT CREATION	3. INTO ACTION
3.1 Developing digital content	3.1 Taking the initiative







3.2 Integrating and re-elaborating digital content3.3 Copyright and licences	3.2 Planning and management3.3 Coping with uncertainty, ambiguity and risk
3.4 Programming	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	





