

ENTREPRENEURIAL INITIATIVES IN EDUCATION

THE CLASSROOM WE WANT	
Graphical documentation: Video	
Data	Responsible: P5 tutors
	School: Escola la Draga
	Grade: P5 Kindergarten
	Duration: Throughout the school year
	Briefing: Design of a classroom from the students' needs and interests.
	Key words: design, interest, initiative, participation, assembly, ideas, expectations, needs, proposals, cooperation, desire, creativity, teamwork, democratic spirit, being critic.
development	Aims: <ul style="list-style-type: none"> • Develop interpersonal and intrapersonal potentials. • Explore and observe the classroom environment with motivation and critical spirit. • Use different ways of expression to communicate interests and expectations. • Explore the possibilities a place can offer and get involved actively in the change. • Make decisions individually and in group.
	Development: EXPERIENCES AND MENTAL REPRESENTATION <ul style="list-style-type: none"> - Discover one's own personal capacities, interests and possibilities. - Discover others' personal capacities, interests and possibilities. - Discover and explore the possibilities a space and materials can offer. - Represent. - Know other spaces and materials. DESIGN AND CREATIVITY: <u>From the assembly</u> <ul style="list-style-type: none"> - Make decisions from needs. - Solve problems from the upcoming needs. - Rectify errors, solve conflicts. - Organize and design different corners in the classroom. - Look for material and resources. - Value the different contributions, ideas and

expectations and decide from the votes.

Individually

- Make signs for each corner in the classroom.
- Value and respect others' work.

Running and assessment:

- Assess the functioning of different spaces and propose necessary changes.
- Decide on the classroom and corners' rules to keep a good functioning.
- Make individual or collective contributions to improve the functioning of the classroom and its spaces.
- Come up with new ideas, assess and implement them.

Assessment:

This project takes into account the students' needs and interests, developing on them attitudes and ways of acting encouraging entrepreneurial skills.

Feelings:

How do we feel with an empty classroom?

The first moment comes as a surprise.

Some children feel sad because there's nothing in the classroom. Others are angry because they want to play and they have no games and some are not worried at all and start making contributions.

In general, they like making decisions and looking for material.

At the end of the project, they are all very happy and proud of the spaces designed by themselves.