

Guidance for Breakout sessions during Online Learning webinar June 11 14-16 pm CET

During the webinar today you will be asked to join 2 breakout session. You will be automatically assigned by the facilitator, so no need for additional links or passwords. You should, however, read the description below to be well prepared:

Breakout session one: The Challenge Session

You have all been asked to tell us about your experiences in teaching entrepreneurship and the challenges you have met this spring in regard to teaching online. The results of the survey will be revealed at the webinar and followingly you will be asked to join a small team and work with a selected challenge.

Each team will consist of:

- 1 presenter with a challenge
- 2 advisors
- 1 timekeeper
- 1 rapporteur /note taker
- A number of observers

The presenter has been assigned beforehand and will present a challenge experienced when teaching entrepreneurship online.

The rest of the roles will be assigned in the following way:

As soon as the breakout session starts, please write two things in the chat:

- 1) Years of experience teaching online (use OL as abbreviation, e.g 'OL 5')
- 2) Years of experience teaching entrepreneurship (use EE as abbreviation, e.g 'EE 8')

The participant with most experience in teaching online (OL) will be one of the advisors. This person will decide who will be the timekeeper.

The participant with most experience in teaching entrepreneurship (EE) will be the other advisor. This person will decide who will be the rapporteur (note taker).

The presenter will describe his/her challenge in 3 minutes.

Followingly the 2 advisors will reflect on and give their advice to the presenter, 2 minutes each

The timekeeper will make sure all speakers stick to the schedule

The rapporteur will take notes of the challenge and the solution ideas that the advisors come up with

After 7 minutes you will be called back to the plenum room.

The rapporteur will be asked to report back on the findings and send the notes to Kåre Moberg at FFE afterwards kaare@ffefonden.dk.

Break out session 2: The Dice Challenge

When the breakout session starts the team is asked to self-assign:

- 1 moderator
- 2 participants who are up for a challenge game
- 1 timekeeper
- 1 rapporteur
- A number of observers

you will be playing with a grid of 12 boxes and two dice (with 6 learning goals/skills and 6 learning arenas).

The moderator will roll two dice for one of the participants. The first number on dice one decides which **learning goal** to focus on and the second dice decides which **practice course** to focus on. The participant will then present a teaching approach that will use this practice course to accomplish the given learning goal. This could be based on experience or a combination of learning goal and learning arena that the participant would love to try out.

The timekeeper will tell when 5 minutes are up, and the second participant will get his/her turn. After 15 minutes you will all be called back to the plenum room. A few rapporteurs will be asked to tell what was discussed. If you have time left, just continue on with another participant, or discuss how you could improve the learning activity in regards to reaching the set learning goal.

@moderator: Use <https://www.homestructions.com/rolldice> if you don't have real dice set at your disposal.

Learning Goals					
1	2	3	4	5	6
Online presentation skills	Online networking skills	Online teamwork skills	Idea generation skills	Assessing the demand of a product/service/solution	Managing uncertainty and ambiguity
Learning Arenas					
Competition	Excursion	Party/social event	Conference	Invitation of role models	Seminar session