



Deliverable 2.2

TRAIN-CE-FOOD

Curriculum for secondary education level:

CIRCULAR ECONOMY AND ENTREPRENEURSHIP IN FOOD SUPPLY CHAIN





















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PARAGON













1. INTRODUCTION

As argued by the European Commission, Europe's economic growth and jobs depend on its ability to support the growth of enterprises. Entrepreneurship creates new companies, opens up new markets, and nurtures new skills. Thus, the Commission is encouraging people to become entrepreneurs and trying to make it easier for them to set up and grow their businesses.

In this sense, the development of the entrepreneurial capacity of European citizens and organizations has been one of the key policy objectives for the EU and Member States for many years. There is a growing awareness that entrepreneurial skills, knowledge and attitudes can be learned and in turn lead to the widespread development of entrepreneurial mind-sets and culture, which benefit individuals and society as a whole.

The European Commission first referred to the importance of entrepreneurship education in 2003, in the European Green Paper on Entrepreneurship in Europe. By 2006, the European Commission had identified a 'sense of initiative and entrepreneurship' as one of the eight key competences necessary for all members of a knowledge-based society. The 2008 *Small Business Act for Europe*, the 2012 *Communication on Rethinking Education*, the 2013 *Entrepreneurship Action Plan 2020*, and more recently the New Skills Agenda for Europe, have kept the need to promote entrepreneurship education and entrepreneurial learning under the spotlight. This has led to a wealth of initiatives across Europe.

The proposed 'A New Skills Agenda for Europe: Working together to strengthen human capital, employability and competitiveness'¹ addresses the skills challenges that Europe is currently facing. The aim is that everyone should have the key set of competences needed for personal development, social inclusion, active citizenship and employment. These competences include literacy, numeracy, science and foreign languages, as well as more transversal skills such as digital competence, entrepreneurship competence, critical thinking, and problem solving or learning to learn.

To describe the entrepreneurship competence and establish the basis for a common understanding across the EU, the JRC, in partnership with DG Employment, Social Affairs and Inclusion, developed the Entrepreneurship Competence Framework², also known as EntreComp. It offers a tool to improve the entrepreneurial capacity of European citizens and

² https://ec.europa.eu/jrc/en/entrecomp















¹ <u>https://ec.europa.eu/social/main.jsp?catId=1223&langId=en</u>





organizations and eventually to have a positive impact on the mobility, employability, and active participation of citizens in society and the economy. The framework aims to build consensus around a common understanding of entrepreneurship competence by defining three competence areas, a list of 15 competences, learning outcomes and proficiency levels, which current and future initiatives can refer to.

Furthermore, the Commission discussed the importance of the circular economy (CE), bringing major economic benefits, contributing to innovation, growth, and job creation³. Circular economy encourages sustainability and competitiveness in the long term, and helps saving costs for European industries, unlocking new business opportunities, and creating local low and high-skilled jobs.

The EU identified food issues as a priority area, promoting circular economy. On May 6th, 2019, the Commission reported that each year around 20 % of food produced in the EU is lost or wasted, causing unacceptable social, environmental, and economic harm. EU is committed to solving this problem and putting its food system onto a sustainable path. Preventing food waste was identified as one of priority areas in the Circular Economy Action Plan⁴ adopted by the Commission in December 2015. Furthermore, food waste is one of ten major indicators of the Circular Economy Monitoring Framework⁵, telling us how advanced we are in the transition from linear "make-use-dispose" to circularity, where loss of resources is minimized.

Moreover, as reported by the European Commission the EU unemployment statistics shows a large youth unemployment, e.g., more than 3.3 million young people (aged 15-24 years) are unemployed in 2019 in the EU. In 2018, more than 5.5 million young people (aged 15-24 years) were neither in employment nor in education or training (NEETs). However, the rate is still very high and there are vast differences between countries⁶. Young people face specific challenges in the transition from school to work. Being new to the labor market, they are less likely to find a job or are often employed on temporary and part-time contracts.

In this context, TRAIN-CE-FOOD project comprehensively covers the most important EU priorities and at the same time fosters the concept of triangle integration to achieve wishful results. The main objective of TRAIN-CE-FOOD project is acquiring innovative specialized

⁶ https://ec.europa.eu/social/main.jsp?catId=1036



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³ https://ec.europa.eu/environment/topics/circular-economy_en

⁴ <u>https://eur-lex.europa.eu/legal-content/EN/TXT/?gid=1583933814386&uri=COM:2020:98:FIN</u>

⁵ https://ec.europa.eu/eurostat/web/circular-economy/indicators/monitoring-framework





competences for young people, by empowering them to make use of entrepreneurship and cooperative skillsets and mindsets, which will enable them to create much more efficient cooperative solutions and business models in the field of CE and food supply chains via open online learning, face-to-face workshops, and in-depth remote coaching. The specific objectives of the project are:

- to develop and design curricula for secondary/higher education level focused on entrepreneurship and circular economy in the food supply chain, raising awareness/knowledge,
- develop and design an Open Educational Resources (OER) platform with 3 integrated education modules supported by an e-textbook to ensure that learners will acquire skills, competencies and knowledge – modules will be integrated in learning/teaching at the secondary and university levels,
- create training material to be used at face-to-face workshops, focusing on interaction with peers and business world, and training material for in-depth remote coaching with business mentors,
- implement/testing/piloting modules at the short-term trainings, and
- implement in-depth remote coaching with establishing at least 3 cooperative startups.

The aim of this deliverable D2.2 is to present a curriculum for integrating entrepreneurship and cooperative knowledge in the field of CE innovative food supply chain business models dedicated to secondary (high school) education, to promote skills and tools to help young people develop business ideas that allow them self-employment in the current context of lack of opportunities to find a job. This curriculum is the first step of a training programme, consisting of 3 e-learning modules and an OER platform. Trainers/professors can use the material produced by the project in the framework of their training/learning activities, thus contributing to dissemination and exploitation of the project results.



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2. METHODS AND APPROACHES

In this section, we present the process of curriculum development and its content creation for the secondary school level in the fields of circular economy and entrepreneurship in the food supply chain. Curriculum is defined as the knowledge and skills that are expected from students to learn, which includes learning objectives they are expected to meet; the units and lessons that are taught; the assignments and projects given to students; materials of different types used in a course; and the tests, assessments, and other methods used to evaluate student learning.

a) Process of the curriculum development

In the online meetings held between August and October of 2020, partners agreed how to carry out this process of curricula development. In Table 1, the dates of the online meetings took place are presented, as well as the main content and decisions about the topics, outline and partner's tasks for D 2.2 and D 2.3.

| Meeting date | Meeting content |
|--------------|--|
| AVG 18 2020 | Introductory meeting for D 2.2. and D 2.3 overview (expected results), distribution of the tasks for curriculums development |
| AVG 28 2020 | Follow-up meeting to check the brainstorming proposals for curriculums template \rightarrow draft version of the template is shared among partners via online tool |
| SEPT 17 2020 | Check-up meeting on the progress within partner's tasks |
| OCT 13 2020 | Online discussion about possible improvements of the prepared curriculums so far |
| OCT 22 2020 | Instructions for curriculums final version are given to partners and collaborative check of the work is carried out in comparison to project objectives |
| OCT 27 2020 | Discussion before final proof-reading of WP2 leader and quality manager |

Table 1: Meeting distribution for D 2.2 and D 2.3

First step was to identify the gaps in universities' curricula of the countries covered by the project, since the preparation of topics in this curriculum is closely related to the knowledge, skills and competences to be gained in order to improve those gaps. For this, the works developed in WP1 were used, mainly the deliverables D1.1 Analysis of competencies and



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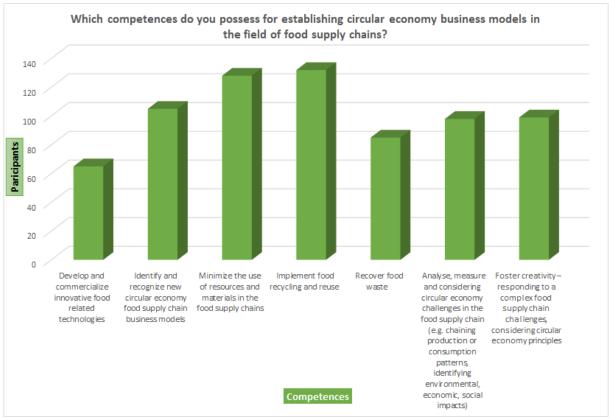


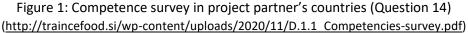


D1.3 State-of-the-art report, where all partners identified the knowledge and competencies lacking in Universities' curricula.

Both reports show that at the secondary level curricula are mainly focused on sustainable development closely related to educational cover of the institution (e.g. textile, tourism, electronic, accountancy) that further show necessity for CE curriculum.

With regards to competences, for example in Fig 1 it is visible that all participants stated "develop and commercialize innovative food related technologies" as a competence that they mostly lack for establishing a circular economy business model in the field of food supply chain followed by recover food waste.





Furthermore, in Fig. 2 it is visible that all the countries' survey participants are lacking competencies in the field of development of innovative business solutions in food sector along with waste management (implementing, recovering waste, minimizing resources) and



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actual circular economy principles in food related sector e.g. food supply chain. This shows a necessity for education and training in the topics covered by project curriculum and online learning modules.

| | Lowest sc | ored competances in Q14_li | ist by countries | |
|--|---|---|---|--|
| Austria | Slovenia | Cyprus | Croatia | Spain |
| Develop and commercialize innovative food related technologies | Develop and commercialize innovative food related technologies | Develop and commercialize innovative food related technologies | Develop and commercialize innovative food related technologies | Develop and commercialize innovative food related technologies |
| Recover food waste | Recover food waste | Recover food waste | Identify and recognize new circular economy food supply chain business models | Identify and recognize new circular economy food supply chain business models |
| Foster creativity – responding to a complex food supply chain challenges, considering circular economy principles | Analyse, measure and considering circular economy challenges in the food supply chain (e.g. chaining production or consumption patterns, identifying environmental, economic, social impacts) | Minimize the use of resources and materials in the food supply chains | Implement food recycling and reuse | Foster creativity – responding to a complex food supply chain challenges, considering circular economy principles |
| Figure 2: Lowest scored competences by partners countries (Q14) | | | | |

(http://traincefood.si/wp-content/uploads/2020/11/D.1.1 Competencies-survey.pdf)

Draft version of curriculum topics was prepared and uploaded to Google Drive for partners to add comments and changes. The topics have been chosen following the structure provided in the three online training modules (Fig. 4), namely: e-module 1 (Introduction to circular economy and innovative business models), e-module 2 (Social Entrepreneurship and cooperatives in theory) and e-module 3 (Creation of cooperative start-ups using circular economy in food supply chains). In this sense, lesson 1 is an introduction to the course, lessons 2 to 5 would correspond to e-module 1, lessons 6 and 7 comprise e-module 2 and lessons 8 to 10 were combined into e-module 3. Every group of lessons/topics correspond to one ECTS (25 hours).



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| Secondary School | | | | |
|--|---|--|------------|------------|
| | WP 2 | | W | ⊃ 3 |
| | | | e-modules | e-textbook |
| | 1 Subject introduction and overview | | | Intro |
| CE and | 2 Circular economy and its business models in general 3 Circular economy business models in food supply chains | | _ | |
| Food supply chain = Introduction to the CE and business models | 4 Circular economy business models and food waste | including food waste prevention, recycling and reuse | e-module 1 | chapter |
| Addition to the state of the lines | 5 CE and food supply chain good practice examples | | | |
| (Social) | 6 Social entrepreneurship with a focus on cooperatives | | | |
| Entrepreneurship and cooperatives | 7 Social entrepreneurship, cooperatives and CE | | e-module 2 | chapter 2 |
| in theory | Social entrepreneurship, and cooperatives and CE good 8 practice examples | | | |
| | 9 Entrepreneur skills - how to establish a cooperative start-up | | | |
| (Social) Entrepreneurship - A creation of cooperative | Development of innovative business models - setting up a business (documents needed, legal issues, preparing a 10 business plan) | including Design Thinking | e-module 3 | chapter 3 |
| start-ups implementation | Financial plan for innovative CE food related start-up (cooperative) as well as commercialisation process of the 11 innovative idea | | | |
| | | | - | Outro |

Figure 3: Draft version of discussed topics for curriculums and e-modules development

Along with the topics preparation, the curriculum template was proposed and accepted during the online meeting with all the partners working on WP2. Discussion about possible improvements, partners working tasks and correspondence to project objectives was carried out. The draft version of curriculum was prepared and uploaded to Google Drive for partners to fill in their comments and changes after which the curriculum was finalized and sent to partners for additional comments and checks. Later on, the modified document was revised at the following online meeting of the project-working group.



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| TRAIN-CE-FOOD | | | | * * * * * * * |
|--|---|---|--|---------------------------------------|
| File Tools View | | | Curiculum Train ce foofd template - Word | x - e × |
| COURSE CARD I. Basics I. Basics Intervention I. Basics Intervention In | top path terter top: terter top: | Extr TVANILI Har of Outy yourse Har of Outy yourse Washer of SET Har of Outy yourse | | |
| Screens 1-3 of 3 | | | | III III III IIII IIII IIIIIIIIIIIIIII |

Fig 4: Curriculum template

After the final improvements of the curriculum course card, carried out by all the working partners, a quality check was performed by the WP leader and by Rebeka Kovačič Lukman, the project quality manager.

Curriculum for the secondary level consists of various up-to-date topics that will allow students to build up a successful business in the field of circular economy and food supply chain, as well as understand and appropriately respond to the needs of their local communities, create valuable partnerships and be much-needed change-makers.

b) Added value of curriculum content development

In addition, the COOPilot project⁷ MOOC results, Module 2 – "A guide to create a cooperative start-up", was used for further guideline in creating topics along with skills and competences, and ECOOPE project⁸ as a guideline in creating skills and competences. Furthermore, the Programme guide - "A guide to planning and implementing a cooperative entrepreneurship education training in higher education institutions" will be used for the preparation of our e-modules.

⁸ <u>https://youth.ecoope.eu/documents-2/</u>















⁷ <u>http://www.coopilot-project.eu/</u>





Along with the above-mentioned materials, Entrepreneurship Competence Framework (EntreComp) was a very useful guide in terms of developing the curriculum, especially in the section devoted to social entrepreneurship, as it is the most comprehensive source of required competencies for entrepreneurs and what is important for the needs of a cooperative start up to be successful.

The training module of the project "Boosting key mindset elements for successful social business development", co-financed by Nordplus program "Nordplus Adult" (project identification number NPAD-2017/10203) has also been consulted⁹.

Research of other literature and web contents (such as curriculums of universities) has also been performed, and references are included in the resources list at the end of this deliverable.

In relation to the learning objectives and outcomes of the curriculum, two major curriculum standards have been applied:

- -Learning objectives are statements that describe the endpoints or desired outcomes of the curriculum, a unit, a lesson plan, or learning activity. They specify and describe curriculum outcomes in more specific terms than goals or aims do. Objectives are also the instructions or directions about what educators want the students to be able to do as a result of instruction. Learning objectives have a common form, subjectverb-object. The subject is the learner or, more generally, the student. The object indicates the content to be learned The verb indicates how the student is expected to process the content (1).
- Learning outcomes are defined as what learners should know and be able to demonstrate at the end of a learning process; they refer to statements and expectations related to learners' performances. Achieved learning outcomes (sets of knowledge, skills and/or competences) are demonstrated by an individual learner at the end of a learning process (2).

Bloom taxonomy

Bloom taxonomy has been applied to create learning objectives and outcomes. Bloom's Taxonomy was created in 1956 by the leadership of educational psychologist Dr Benjamin Bloom in order to promote higher forms of thinking in education, such as analyzing and evaluating concepts, processes, procedures, and principles, rather than just remembering

⁹ http://socialinnovation.lv/en/boosting-key-mindset-elements-for-successful-social-business-development/



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facts (rote learning). It is widely used as a template for creating curriculums learning objectives and outcomes as it is a convenient way for describing the extent to which we want for the students to understand and use concepts, to demonstrate particular skills, and to have their values, attitudes, and interests covered.

There are three domains of educational activities or learning (Bloom, et al. 1956) which were revised by Anderson and Krathwohl (2001) and are used today:

- Cognitive: mental skills (knowledge)
- Affective: growth in feelings or emotional areas (attitude or self)
- Psychomotor: manual or physical skills (skills)

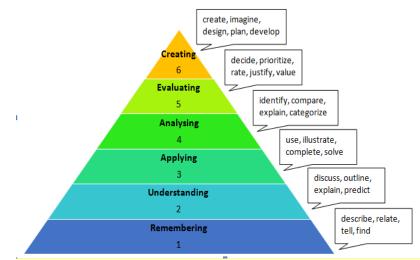


Figure 5: Bloom Taxonomy of Educational Objectives hierarchy (Ref.)¹⁰

The cognitive field involves the knowledge and development of an individual's intellectual abilities, which involves recalling or recognizing certain facts, procedural patterns, and concepts that serve to develop intellectual skills and abilities. Bloom (1956) formed six levels within this category, and assumed that the higher level cannot be obtained until the lower levels of learning and teaching are acquired, Fig. 1. We have used these levels of education to serve us as a support in curriculum design and evaluation, as suggested by Forehand (2008). Updated terms and their definitions of cognitive levels in the Bloom taxonomy, according to Anderson and Krathwohl (2001):

¹⁰ Ref: Bloom, B. S. (ed.). Taxonomy of Educational Objectives. Vol. 1: Cognitive Domain. New York: McKay, 1956.



















- Remembering: renew, recognize, recall knowledge from memory;
- Understanding: design meaningful oral, written or graphic messages with explanation, case studies, classification, summaries, conclusions, comparison and explanations;
- Applying: carry out procedures;
- Analyzing: break down into individual parts and determine the connections of individual parts into a complete composition, by distinguishing organizing or defining a function;
- Evaluating: make judgments based on criteria and standards by examination and criticism;
- **Creating:** assemble elements in such a way that they form a comprehensive useful set, recognize elements into something new, a new structure, by designing or producing new knowledge.

Current research reveals the widespread use of the Bloom's taxonomy in various fields (e.g. from chemical engineering to medicine). Bloom's improved taxonomy has fostered those educational concepts that related to problem solving and to creative and critical thinking, through the integration and use of information and communication technology (Ferguson, 2002).

For the preparation of the curriculums for higher education as well as secondary level, we followed the improved Bloom's taxonomy as creative approaches and critical thinking are of utmost importance in the circular economy and (social) entrepreneurship education as well as in establishing cooperatives and generating new business ideas.



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3. COURSE CARD

Course card for secondary level e-course, *Circular economy and entrepreneurship in food supply chain*, aims to create a baseline for innovative and up-to-date content structure with practical and learner-friendly topic development. It is divided into following information areas:

- 1. basics;
- 2. prerequisites;
- 3. learning objectives;
- 4. learning outcomes;
- 5. method of learning outcomes evaluation;
- 6. course content;
- 7. methods of teaching;
- 8. marks;
- 9. literature;
- 10. hour structure.

1. BASICS

| Name of course CIRCULAR ECONOMY AND ENTREPRENEURSHIP IN FOOD SUPPLY CHAIN | | Exam (Yes/No) NO |
|--|---|-------------------------|
| Field of study | Study profile | Year of study /semester |
| Specialization | | Language ENGLISH |
| No of hours: (full time study | / part time study) | Number of ECTS |
| Lectures – 25 / 25 | | 3 |
| Exercises – 10 / 10 | | 1 ECTS = 25 study hours |
| Consultations – 20 / 20 | 3 ECTS = 75 study hours | |
| Guided E-learning – 10 / 00 Individual work – 20 / 20 | | |
| Level of study | Mode of study (full time study / part time st | udy) |
| BSc | FULL TIME STUDY / PART TIME STUDY | |
| Person responsible for card | | |
| development | | |
| Main lecturer | | |
| Date | | |



















2. PREREQUISITES

none

3. LEARNING OBJECTIVES

| 01 | To apply concept of circular economy business models and its principles |
|-----|---|
| 02 | To describe circular economy business models in food supply chain |
| 03 | To present circular economy business models in food waste and its recovery |
| 04 | To classify social entrepreneurship in cooperatives and CE |
| 05 | To apply principles of cooperation and cooperative management |
| O6 | To apply different methodologies for the development of develop an idea in innovative projects |
| 07 | To describe legal framework of startup a cooperative / social enterprise |
| 08 | To demonstrate understanding about innovative business models and solutions in CE supply chain |
| O9 | To explain how CE thinking is used for innovation challenges in (social) entrepreneurship and cooperatives |
| 010 | To explain how to commercialize products and services of their innovative business ideas |
| 011 | To describe how to develop the financial plan and manage finance in a cooperative or social (entrepreneurship) start up |

4. LEARNING OUTCOMES

Learning outcomes describe specific and applicable outcomes that students should understand, acquire and be able to use at the end of the learning process. We prepared actionable outcomes, divided into the fields of knowledge, skills and competencies.

– KNOWLEDGE

| К1 | Able to describe business models in circular economy |
|----|--|
|----|--|



















| К2 | Able to identify and recognize new circular economy food supply chain business models |
|-----|--|
| КЗ | Able to distinguish waste management processes and business models in CE |
| К4 | Able to describe the principles of social entrepreneurship and its role in cooperatives |
| К5 | Able to identify the characteristics of co-operative organizations, their role in the country and the potential role of cooperatives in economic and social development. |
| К6 | Able to understand how to set-up a cooperative or social (entrepreneurship) business |
| К7 | Able to interpret legal framework (documents, permits etc,) in starting up a cooperative or social (entrepreneurship) activity in food supply chain |
| К8 | Able to use sharing economy principles to boost their startup business |
| К9 | Able to demonstrate successful teamwork within their own businesses |
| К10 | Able to benefit from a greater insight into personal leadership strengths and weaknesses and how those skills relate to their cooperatives aims and goals |
| К11 | Able to recognize opportunities to create value in their community and surroundings. |
| K12 | Able to manage financial part of cooperative startup business in CE supply chain |

SKILLS _

| S1 | Able to propose new strategies of utilizing existing resources |
|----|--|
| S2 | Able to apply co-operative and mutual enterprise business model dynamics in solving problems of management |
| S3 | Able to identify the needs and problems within cooperation and community |
| S4 | Able to analyze business situation of startup cooperative/social entrepreneurship |



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| S5 | Able to produce original and useful proposals for new solutions in CE food supply chain for products or services for clients and partners in coops and social entrepreneurship |
|-----|--|
| S6 | Able to identify business opportunities in CE and food related issues |
| \$7 | Able to assess the complementary tools for planning and defining a project/ innovative business idea |
| S8 | Able to demonstrate how individual goals support cooperative strategy |
| S9 | Able to solve a complex problem through design thinking for new business models within CE and food related topics |
| S10 | Able to improve existing products, services and processes in order to meet the needs of the peers and the community |
| S11 | Able to use financial indicators to assess the financial health of a value-creating activity |
| S12 | Able to calculate costs using various costing methodologies |

- COMPETENCIES

| C1 | Able to pursue further study on processes in the field of circular economy |
|----|--|
| C2 | Able to respond to a simple food supply chain problem solving, considering circular economy principles |
| C3 | Able to analyze, circular economy challenges in the food supply chain (e.g. chaining production or consumption patterns, identifying environmental, economic, social impacts |
| C4 | Able to identify and recognize new circular economy food supply chain business models |
| C5 | Able to implement food recycling and reuse into innovative business model |
| C6 | Able to propose innovative method approach to minimize the use of resources and materials in the food supply chains |
| C7 | Able to search for and synthesize new information from the field of social entrepreneurship, food supply chain and cooperatives |



















| C8 | Able to describe different analytical approaches to identify entrepreneurial opportunities | | | |
|------|---|--|--|--|
| С9 | Able to recognize many forms of value that could be created through entrepreneurship, such as social, cultural or economic value | | | |
| C10 | Able to demonstrate interest and ability to create unique social impact within the local community via new social (entrepreneurship) or cooperative ideas | | | |
| C11 | Able to relate knowledge of cooperative start up to government policies and legal policies | | | |
| C12 | Able to use capacity planning, utilization, and costing tools and techniques in their innovative business idea | | | |
| C13 | Able to select appropriate techniques for problem solving in their cooperation/ social entrepreneurship and is able to evaluate the importance and significance of data relevant for development of their business idea/ proposal | | | |
| C14 | Able to introduce or adapt new solution in development of innovative business idea | | | |
| C15 | Able to take joint responsibility for business plan activity of their own business ideas | | | |
| C16 | Able to develop business ideas alone and as part of a team within a cooperative / social entrepreneurship that create value for others | | | |
| C17 | Able to recognize behaviors that show integrity, honesty, responsibility, courage and commitment within their own business | | | |
| C18 | Able to communicate team's ideas to others using different methods (for example presentations, videos) | | | |
| C19 | Able to determine a plan for dealing with limited resources when setting up value-creating activity | | | |
| C 20 | Able to create a team of people who can work together in a value-creating activity | | | |
| C 21 | Able to actively search for new solutions that improve the value-creating process within their entrepreneurship and cooperative activities | | | |
| C 22 | Able to analyze the profitability of products and services by tracing costs throughout the value chain | | | |



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5. METHOD OF LEARNING OUTCOMES EVALUATION

for a partial mark: _

| Online e-learning | | |
|---------------------------------------|--|--|
| for a final note: | | |

E-test / E-presentation

6. COURSE CONTENT

Course content is divided into 10 topics with stating learning objectives and outcomes added accordingly. Methods of learning outcomes are designed as various e-learning innovative practices that allow students to scale up their knowledge, skills and competencies in order to use them as a part of a lifelong learning asset.

| No. | Topics | Learning objectives | Learning outcomes | Method of learning outcomes evaluation |
|-----|--|------------------------|----------------------------------|---|
| 1. | Subject introduction and overview | / | / | e-learning |
| 2. | Circular economy (CE) and business models. What is a circular business model? | 01 | K1, C2 | e-learning |
| 3. | Circular economy business models in food supply chain: Development of innovative business models of CE and benefits of innovative business models in CE | 02 | K2, S1, C2, C3, C4 | e-learning |
| 4. | Fighting food waste through the circular economy business models: Food waste prevention, recycling and reuse | О3 | K3, C3, C5 | e-learning |
| 5. | Good practices examples in CE business models in the food supply chain | 01, 02, 03 | K2, K3, C6 | e -exercise |
| 6. | Bridging the Circular economy and Social entrepreneurship | 04, 05 | K4, K5, S2, S3 S4, C7, C8, C9 | e-learning |



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| 7. | Social entrepreneurship and CE: good practice examples | 04, 05 | K4, K5, C7, C9, C10 | e-learning |
|-----|--|----------|---|-------------|
| 8. | Cooperatives start-up in real world environment - Methodologies for the development of ideas in innovative projects | O6, O7 | K6, K7, S5, C11, C12, | e-learning |
| 9. | Application of innovative business models Setting up a business: documents needed, legal issues, preparing a business plan | 09, 010 | K8, K9, K10, S6, S7, S8, C13, C14, C15, C16 C17, C18 C19, | e-exercise |
| 10. | Commercialization process of innovative idea and financial management of cooperative start-ups | 011, 012 | K8, K11, K12, S9, S10 S11, S12, C19, C20, C21, C22 | e-classroom |

7. METHODS OF TEACHING

- E-learning:

e-lectures, case studies (individual or in team), individual work, consultations

8. MARKS

| Mark | 0-49% | 50-74% | 75-90% | 91-100% |
|----------|-------------------|----------------------|--------------------|--------------------|
| | | | | Very good |
| | No response or | Knowledge of | Satisfactory or | knowledge of the |
| | very limited | training content | good knowledge of | content of the |
| | knowledge of the | limited to the | the content of the | training or beyond |
| Criteria | content of the | minimum | training. Student | the program |
| Criteria | training. Student | necessary. Student | knows and | standards. Student |
| | does not know the | knows the basic | understands the | has deep |
| | basic issues | issues discussed | solution to the | knowledge of the |
| | discussed. | and their solutions. | problems. | problems and their |
| | | | | solutions. |

9. LITERATURE

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| There all a divides | Number of hours | | |
|---|-----------------|-----------------|--|
| Type of activity | Full time study | Part time study | |
| E-learning | 45 | 45 | |
| – e-lectures | 26 | 26 | |
| – e-exercise | 6 | 6 | |
| - consultations | 6 | 6 | |
| guided e-learning | 7 | 7 | |
| – exams | 0 | 0 | |
| Students group/ individual work | 30 | 30 | |
| preparing for the e-lectures (literature study, homework) | 15 | 15 | |
| preparing a presentation of case study, essays, etc. | 15 | 1 | |
| preparing for the exam/test | 0 | 0 | |
| Total hours | 75 | 75 | |
| Number of ECTS | 3 | 3 | |

10. HOUR STRUCTURE



















4. CONCLUSION

Based on the work carried out in WP1, the gaps in secondary education level for entrepreneurship and the circular economy in the food supply chain have been identified in each country. Therefore, this curriculum has tried to fill those gaps in secondary education, including the topics of interest. The topics have been chosen following the structure provided in the three online training modules, namely: e-module 1 (Introduction to circular economy and innovative business models), e-module 2 (Entrepreneurship and cooperatives in circular economy) and e-module 3 (Creation of cooperative start-ups using circular economy in food supply chains), corresponding to 3 ECTS in total. Following Bloom's Taxonomy, learning objectives have first been developed so that students can follow individualized learning paths, focusing on the skills and knowledge they need to learn. The learning outcomes have also been identified, regarding knowledge, skills and competences, and a relation of every lesson with their corresponding learning objectives and outcomes has been established.

Several teaching methods have been selected in order to develop e-learning teaching (electures, individual or group exercises, individual work and consultations). The curriculum also includes some literature to delve into the topics studied, the methods of evaluation and the hour's structure of the types of activities. The project partners have developed all the works and all the decisions on the topics to be included have been agreed upon by all, assigning the subsequent development of the topics in the e-learning modules to the partners with more experience in each one of them.



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