

FIVE ROLES EXAMPLES

What is a team role?

- In a team, various roles are **essential for the success** of an entrepreneurial project.
- Each team member brings **unique skills**, perspectives, and strengths, which can align with different roles, such as generating ideas, organising tasks, researching information, or ensuring effective communication. These roles can be formal or informal and help ensure that a team works cohesively toward a common goal.
- **Five key roles** are identified to show how different individuals or groups can use the EntreComp framework in different contexts.

Learners *versus* Educators

1. Learners

Role: Individuals looking to develop entrepreneurial skills, regardless of age or background.

Purpose: Learners can use the framework to track their own development and enhance their skills in different areas of entrepreneurship, such as creativity, financial literacy, and risk management.

Examples: Students, job seekers, and young professionals.

2. Educators

Role: Teachers, trainers, and facilitators responsible for fostering entrepreneurial competencies.

Purpose: Educators use the Playbook to design curriculum, teaching methods, and assessment practices that help learners acquire entrepreneurial skills.

Examples: School teachers, university professors, vocational trainers.

Key Goals and Benefits of Using Five Roles

Enhance (to improve) - Self-Awareness and Skill Development

- **Goal:** Help learners identify their strengths and weaknesses by practicing different roles. This allows individuals to discover which roles align best with their natural abilities and interests, promoting self-awareness and skill diversification.
- **Benefit:** Learners can develop a wide range of entrepreneurial competencies, such as creativity, problem-solving, leadership, and communication, which are necessary for success in entrepreneurial ventures.

Foster (Promote) - Collaboration and Teamwork

- **Goal:** Encourage collaboration by assigning specific roles that rely on each other for success. Different roles complement one another, teaching participants how to work effectively as a team by supporting each other's strengths and filling skill gaps.
- **Benefit:** This helps learners appreciate the value of different roles in a team and how they contribute to the overall success of a project, fostering an entrepreneurial mindset that values collaboration.

Simulate - Real-World Entrepreneurial Environments

- **Goal:** Provide a structured yet flexible approach to working on tasks that mimic real-world entrepreneurial challenges. Learners must navigate uncertainty, problem-solving, and decision-making based on the roles they assume.
- **Benefit:** By playing both primary and secondary roles, learners get a better understanding of how entrepreneurial projects are executed, and how different skill sets are needed to move from ideas to implementation.

Promote - Adaptability and Flexibility

Goal: Encourage participants to step out of their comfort zones by rotating through different roles. This helps them become more adaptable, learning how to manage tasks beyond their immediate expertise and understanding the broader scope of entrepreneurship.

Benefit: Adaptability is crucial in entrepreneurship, and this approach prepares learners to take on diverse challenges and pivot when necessary, ensuring they can handle various aspects of entrepreneurial projects.

Encourage - Holistic Thinking and Multi-Role Understanding

Goal: Help learners understand how each role contributes to the overall success of a project and how roles interact with one another. This encourages a holistic understanding of the entrepreneurial process.

Benefit: By experiencing both main and secondary roles, learners can see the big picture, understanding the interdependence of creative thinking, planning, exploration, building, and communication in driving entrepreneurial success.

Five roles of the EntreComp framework— provide a practical structure for developing key entrepreneurial competencies.

Creative,

Coordinator,

Explorer,

Builder, and

Communicator