



INSTRUCTOR'S GUIDE

TO

JEKKU VIRTUAL LEARNING ENVIRONMENT

Vipuvoimaa
EU:lta
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Prizztech



SATAEDU

Open Platform Entrepreneurship Education for Future Work

WELCOME TO USING JEKKU!

The interest in entrepreneurship among young people is growing. However, entrepreneurship as a business concept can still be too abstract for young students, and the broad skills required for entrepreneurship may not be clearly defined for them.

For those already interested in entrepreneurship, there are learning materials and support services available, which these young individuals, driven by internal motivation, can find and utilize. However, the number of these motivated individuals is relatively small compared to the overall size of their age group.

From the perspective of secondary education students, entrepreneurship is often within reach only for those already interested in the subject. Even though young people may study entrepreneurship as part of their curriculum, the knowledge gained may remain disconnected without internal motivation or an understanding of the opportunities that entrepreneurship skills can offer in various aspects of life, including work and hobbies.

The JEKKU Virtual Learning Environment was born out of this need. JEKKU is based on the development of entrepreneurial competence grounded in self-awareness, and the contents of the competency environment are specifically targeted at subject areas for which there is currently little or no basic-level material available.

JEKKU provides tools to enhance self-awareness, project management, ideation, value creation based on ideation, and networking. The goal is to develop learners' competence in a manner that teachers have been seeking – in any subject area.

“JEKKU fills precisely the gap for which there is currently no material.”

High school guidance counselor

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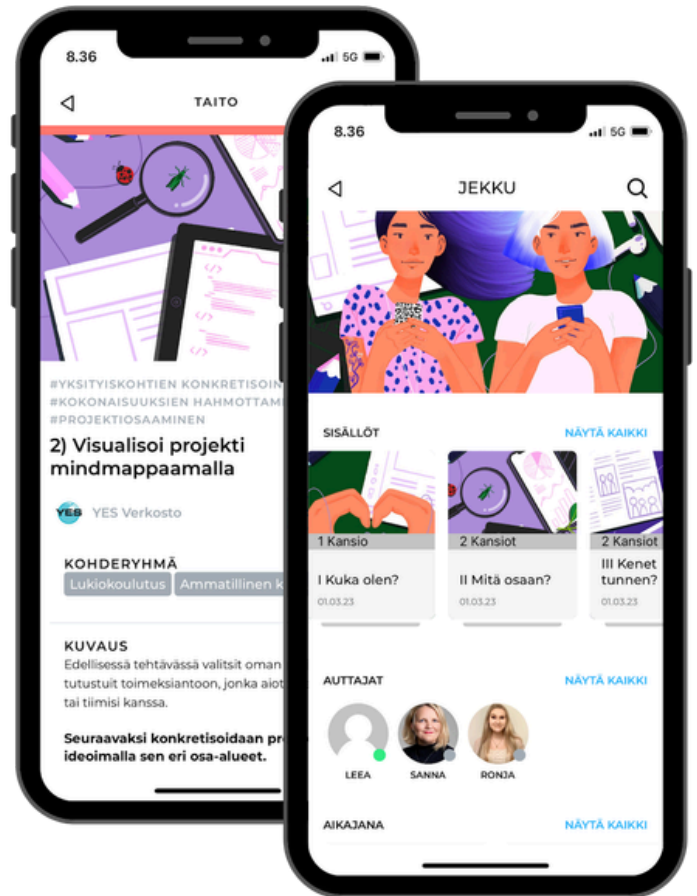
WHAT IS JEKKU?

JEKKU stands as a cutting-edge learning environment, crafted through collaboration with secondary and higher education students, teaching professionals, representatives from the workforce, and entrepreneurs. Within JEKKU, learners are empowered to recognize, cultivate, and articulate their workplace and entrepreneurial skills.

JEKKU operates collaboratively, allowing interaction and networking with other users of the service. The competency environment emphasizes the learner's personal responsibility for their actions.

JEKKU's contents are based on the European Entrepreneurship Competence Framework (EntreComp) and support the curricula and educational objectives of secondary education.

JEKKU not only brings students' skills to the forefront but also serves as a catalyst, encouraging young individuals to proactively evolve their expertise throughout the entirety of their academic journey.



THE COMPETENCY MODULES OF JEKKU

The JEKKU tasks are divided into three groups:

1. WHO AM I?

Self-awareness and dreaming, 4 tasks

2. WHAT CAN I DO?

Project skills, 8 tasks

Entrepreneurial skills, 6 tasks

3. WHO DO I KNOW?

Networking skills, 5 tasks

What will you do do next?

“The structure of JEKKU aids the teacher and provides the desired tool for teaching projects.”

High school teacher

JEKKU OPERATES WITHIN THE EMILL PLATFORM

JEKKU Virtual Learning Environment operates within the Emill platform, where participants find a network and community to share both expertise and learning experiences.

The Emill platform is designed with a mobile-first approach, ensuring the best experience when [downloaded as a mobile app](#).

Currently, JEKKU content is available in both Finnish and English.

If you prefer, you can also use a web browser at app.emill.fi.

Collaborating with the Emill platform allows JEKKU to stay in your pocket, whether you change schools, hobbies, or workplaces – your skill articulations travel with you wherever your path leads!

Download the Emill app from the App Store or Google Play.



WHO BENEFITS FROM COMPLETING JEKKU TASKS?

JEKKU can be used by almost any age group, from young learners to adults who are interested in JEKKU's topics.

The themes addressed in JEKKU tasks help develop essential meta-skills needed both now and increasingly in the future – **self-management**, **project skills** and **networking abilities** benefit everyone.

JEKKU is primarily designed for **secondary education students in high schools and vocational schools**. The easier tasks in JEKKU can also be utilized, for example, with guided instruction in upper grades of basic education. The application possibilities are diverse.

“JEKKU also takes into account learners with special needs, incorporating features such as accessible design, clear content and instructions, step-by-step guidance, and specified time frames for tasks.”

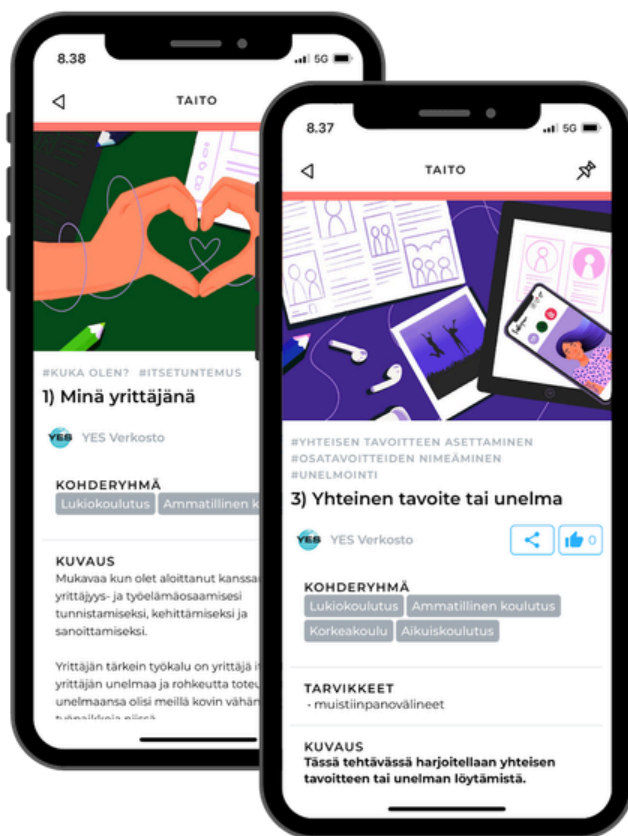
Special needs teacher in vocational education

INDEPENDENTLY OR IN A GROUP

JEKKU tasks can be completed either independently or in small groups. The networking skills section tasks may require a pair or a small group.

The size of the group is not a significant factor when engaging in JEKKU tasks, and tasks can be adapted for larger learner groups by dividing students into smaller teams.

If the approach is for students to independently tackle JEKKU tasks, the student's skill level and the complexity of the task set will impact the amount of guidance required.



WHEN AND HOW CAN JEKKU BE USED IN CLASSES?

JEKKU can be applied flexibly across various lessons. JEKKU is well-suited, for instance, as content for a high school entrepreneurship course, but its components can be utilized in all subject areas.

CAREER GUIDANCE

JEKKU's task progression leading to competency articulation and the learner's own competency profile are valuable tools in career guidance.

TEAMWORK

Especially JEKKU's project and networking competence tasks are designed to be utilized as support for teamwork.

ENTREPRENEURSHIP AND CAREER STUDIES

JEKKU's tasks address questions about the skills an entrepreneur must possess and where to begin before a business idea becomes clear. The tasks are suitable for use in studies preparing for entrepreneurship and the working life, such as social sciences and entrepreneurship courses.

TEHKÄÄ OPINNOISTA PROJEKTI!

The project management module of JEKKU can be utilized in any class or course.

For instance, in language studies, learning a specific topic can be turned into a project that progresses throughout the entire course. During the pilot phase of JEKKU, we successfully tested project-based learning as a support for immigrant youth learning Finnish.

- In the project management module, the first steps involve defining the project, visualizing it, and setting goals.
- In later stages, tasks include creating a schedule, problem-solving, assessing the project's success, and potentially making improvements to the project plan.

The project management module can be applied to any subject that can be structured as a project. Turning a learning topic into a project makes learning more engaging, purposeful, and profound.



“JEKKU is clear and easy to use.”

Student

SCHEDULING JEKKU IN COURSES

JEKKU can be utilized during the course as much or as little as one desires. Tasks can be used more intensively or throughout the entire course, for example, 1–2 hours per week.

EXAMPLE: INCORPORATING JEKKU IN PROJECT-BASED LEARNING FOR FINNISH AS A SECOND LANGUAGE STUDIES (S2)

Below is a simplified example of utilizing JEKKU's project management module to support the learning of high school (S2) course content, alongside the curriculum-based material.

The group exhibited a varied proficiency in the Finnish language. Despite the supplementary content enhancing the course and the expected increase in the learner's workload, the tasks for the mid-term and final exams were designed to be as challenging as usual.

The students' scores on the course equated to a grade of 8+, and according to the teacher's evaluation, project-based learning in Finnish language study is well-suited for learners at different proficiency levels.

Date	Curriculum	Project
11.4.	Aloittelu	Logging in, the concept of project
13.4.	Proosan henkilöt	Set goals, create a schedule
17.4.	Proosan kerronta	
18.4.	Proosan tulkinta	Discussion about the project
20.4.	Runon rakenne	
24.4.	Runon tulkinta	
25.4.	Kielikuvia	Solve problems
27.4.	Kaunokirjallinen siteeraus	
2.5.	Välitesti	
4.5.	Draaman kaari	Self-evaluation

Read more (In Finnish): <https://www.pori.fi/kasvatus-ja-koulutus/lukio/porin-lukio/yhteistyö/porin-lukion-kehittämishankkeet/koulutusaste-korkeammaksi-myös-satakunnassa/suomen-kielen-opiskelijat-projektinhallintaa-opettelemassa>



THE CONTENTS OF JEKKU SUPPORT NATIONAL CORE CURRICULUM

JEKKU is in line with Finland's National Core Curriculum for General Upper Secondary Education. By leveraging JEKKU, the work-life competencies embedded in the curriculum evolve, notably enhancing interpersonal skills, life management and self-leadership abilities, and the development of one's own competence.

One of the overarching goals in high school education is to teach communication and expression skills, instill the ability to learn how to learn, and help young individuals recognize their strengths and areas for development as learners. These skills can be further enhanced through JEKKU's task sets. At its best, JEKKU comprehensively supports the holistic development of versatile competencies, particularly in the enhancement of well-rounded skills.

INCORPORATE JEKKU IN COURSES SUCH AS:

ÄI9 VUOROVAIKUTUS: *the networking skills module*

MAA9 TALOUSMATEMATIIKKA: *to support financial planning and entrepreneurship skills, for example, through project management tasks*

YH2 TALOUSTIETO: *entrepreneurship skills, project management skills*

ET1 MINÄ JA HYVÄ ELÄMÄ: *the self-awareness module*

TE1 TERVEYS VOIMAVARANA: *self-awareness (especially strength-focused tasks)*

MU1 OR MU2: *project management: a project supporting the in-depth expertise of the course*

OP1 AND OP2: *specifically the self-awareness module, entrepreneurship skills*

JEKKU'S CONTENTS ALIGN WITH THE QUALIFICATIONS OF VOCATIONAL EDUCATION

During the pilot phase, the suitability of JEKKU's content for vocational education was tested in the context of the following studies:

- Entrepreneurship and entrepreneurial activities
- Adult students in business and entrepreneurship studies
- Social sciences
- Study and career guidance

JEKKU proved to be a valuable tool for the early stages of entrepreneurship and the development of one's business idea. Additionally, teachers reported that using JEKKU had enhanced their own expertise as educators.

"A new and unique approach to self-awareness and networking themes, along with their practical exercises."

"Encourages the learner to recognize their own skills and abilities."

"Excellent learning material and support for entrepreneurship education, particularly in terms of tailored guidance."

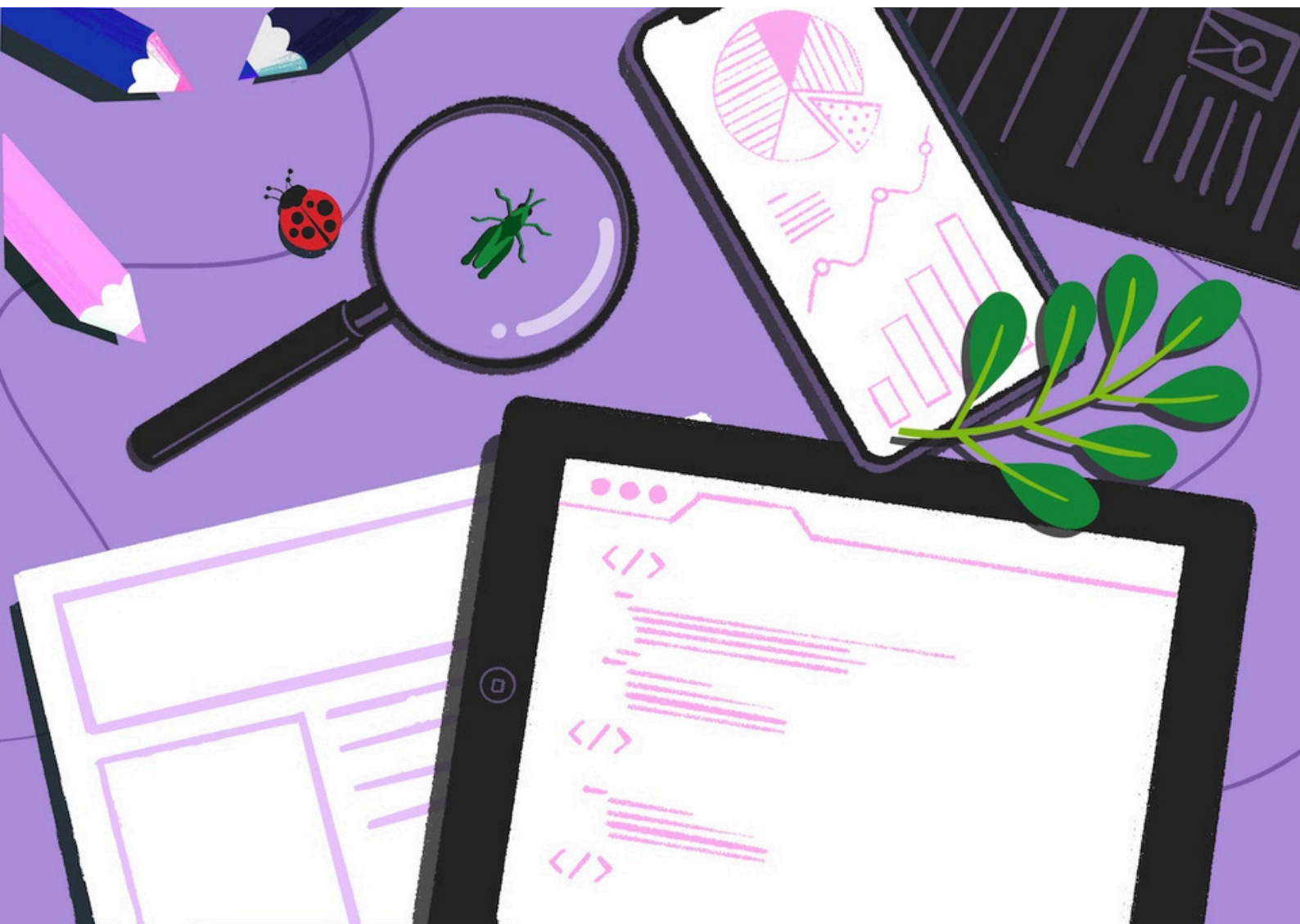
Experiences of vocational school teachers



MORE INFORMATION

The JEKKU Virtual Learning Environment was developed in the ESR-funded Open Platform Entrepreneurship Education for Future Work project, involving the National YES Network, Prizztech Oy, and the Satakunta Educational Consortium Sataedu.

<https://yesverkosto.fi/en/materiaalit/jekku-virtual-learning-environment>



THE YES NETWORK SUPPORTS THE DEVELOPMENT OF ENTREPRENEURSHIP EDUCATION

YES is Finland's leading expert network in entrepreneurship education. The YES Network brings together diverse stakeholders to build impactful entrepreneurship education that fosters competence, well-being, and vitality.

YES offers support and opportunities for skills development to municipalities, educational institutions, and other actors in entrepreneurship education.

YES's services include entrepreneurship education development services, network cooperation, entrepreneurship education coaching, and school-business cooperation models and tools. YES also produces materials for the development and implementation of entrepreneurship education.

The services and materials offered by the YES Network are primarily in Finnish, although certain materials are also available in English.

<https://yesverkosto.fi/en>



yesverkosto.fi

