

EDEN HIGH SCHOOL
BDI3C1 - Entrepreneurship - The Venture
Course Outline

Teacher: Ms. Etherington

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Course Description

This course focuses on ways in which entrepreneurs recognize opportunities, generate ideas, and organize resources to plan successful ventures that enable them to achieve their goals. Students will create a venture plan for a school-based or student-run business. Through hands-on experiences, students will have opportunities to develop the values, traits, and skills most often associated with successful entrepreneurs.

Course Expectations:

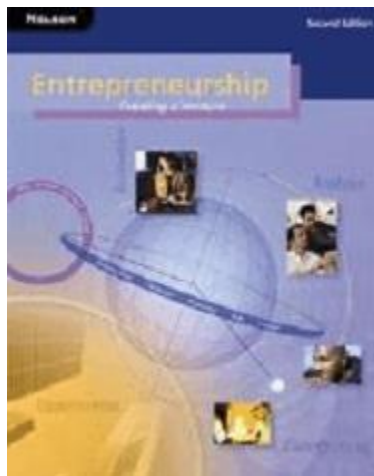
- analyse the characteristics and contributions of enterprising people;
- compare the characteristics and contributions of various entrepreneurs;
- assess their own entrepreneurial and enterprising potential;
- explain the importance of invention and innovation to venture creation;
- analyse various methods of generating ideas and identifying opportunities to satisfy needs and wants;
- generate realistic new ideas and identify possible opportunities for a school-based or student-run business;
- conduct primary and secondary marketing research to evaluate the idea or opportunity for their proposed venture;
- assess the importance of having a venture plan;
- analyse the structure and content of a venture plan;
- explain how to evaluate and revise a venture plan;
- analyse the resources required to run their chosen venture;
- complete the components of an effective production plan for their chosen venture;
- complete the components of an effective marketing plan for their chosen venture;
- complete the components of an effective financial plan for their chosen venture;
- produce, using appropriate software, a venture plan for their chosen venture.

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Assessment and Evaluation:		
Knowledge and Understanding (Tests, Quizzes, matching, short answer, MC, T/F)	20%	70%
Thinking/Inquiry (research projects, critical thinking tasks)	20%	
Communication (demonstrations & presentations integrated as assignment components)	10%	
Application (software application and project work)	20%	
Final Demonstration (Business Plan and Presentation)	10%	30%
Final Examination	20%	

Unit 1	Enterprising People and Entrepreneurs
Unit 2	Ideas and Opportunities for New Ventures
Unit 3	The Benefits of a Venture Plan
Unit 4	Developing and Completing a Venture Plan for the Proposed Business

Textbook: Entrepreneurship: Creating a Venture, 2nd ed.



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General Information

Always bring pen, paper, and a three-ring binder to class. The binder should be arranged into sections, and each section should be clearly separated. Your binder should act as a good reference for future use. Keep it neat and organized. **Please note: when working in the computer lab you must abide by the netiquette agreement that you signed when you registered.**

Classroom Expectations

Students are expected to accept responsibility for their learning and to contribute to the learning experience of others. Irresponsible behaviour, lack of courtesy, and/or interference with the learning of others is unacceptable. Outerwear, backpacks, personal entertainment devices, cell phones, etc., must be left in your locker or at home. Cell phones are to be put away during class time. No games or social media during class time unless they are part of the lesson.

Assignments and Projects

It is your responsibility to catch up on work missed due to illness or school-related activities. Assignments must be handed in on or before the date specified, unless otherwise indicated.

Tests

If you know you will be absent for a test, let your teacher know. For those who are absent on the date of a test for other valid reasons, you will write the test on the **FIRST** day back to school if you knew of the test in advance. Otherwise, arrangements will be made together with your teacher for an alternate time to write.

Class Participation

As they say, you only get out of something what you put in. This also applies to this class. The more you contribute to the class, the more you will get out of it. Do not be afraid to ask questions and share your knowledge with the class.

Attendance/Punctuality

Arrive to class on time with all the required tools. Regular and punctual attendance is required, and is part of the student's mark for work habits. All absences are recorded. Any unexplained absences will result in a mark of zero on any evaluation that day. Inform your teacher ahead of time of any days that you are going to miss. It is your responsibility to catch up on any work missed due to illness or school-related activities. Any tests legitimately missed due to illness or a sporting event/field trip **MUST** be written on the first day back. All class activities are in our course D2L page which is update daily.

Come prepared and let's have a great class learning together!