

Engaging Middle Grades Students in STEM-Based Entrepreneurial Challenges

National STEM Education Research Summit
The Friday Institute,
Raleigh, North Carolina
October 11, 2019

Jere Confrey, Joseph D. Moore Distinguished University Professor
Erin Krupa, Assistant Professor, STEM Education Department
Michael Belcher, Graduate Student



Project Staff, Partners, and Support

Project Staff

Jere Confrey, Principal Investigator

Erin Krupa, Co-Principal Investigator

Mike Belcher, Graduate Research Assistant

Josh Mannix, Graduate Research Assistant

We gratefully acknowledge support from:



ITEST Grant number: 1759167

Materials for Design and Pitch Challenges
have been authored by the SUDDS team
and produced by Jason Learning



Global Entrepreneurship Index:

A measure of the health of a country's entrepreneurial ecosystem

Global Entrepreneurship Index 2018

U.S.A.



Retrieved from: <https://knoema.com/infographics/nyyasp/global-entrepreneurship-index-2018>

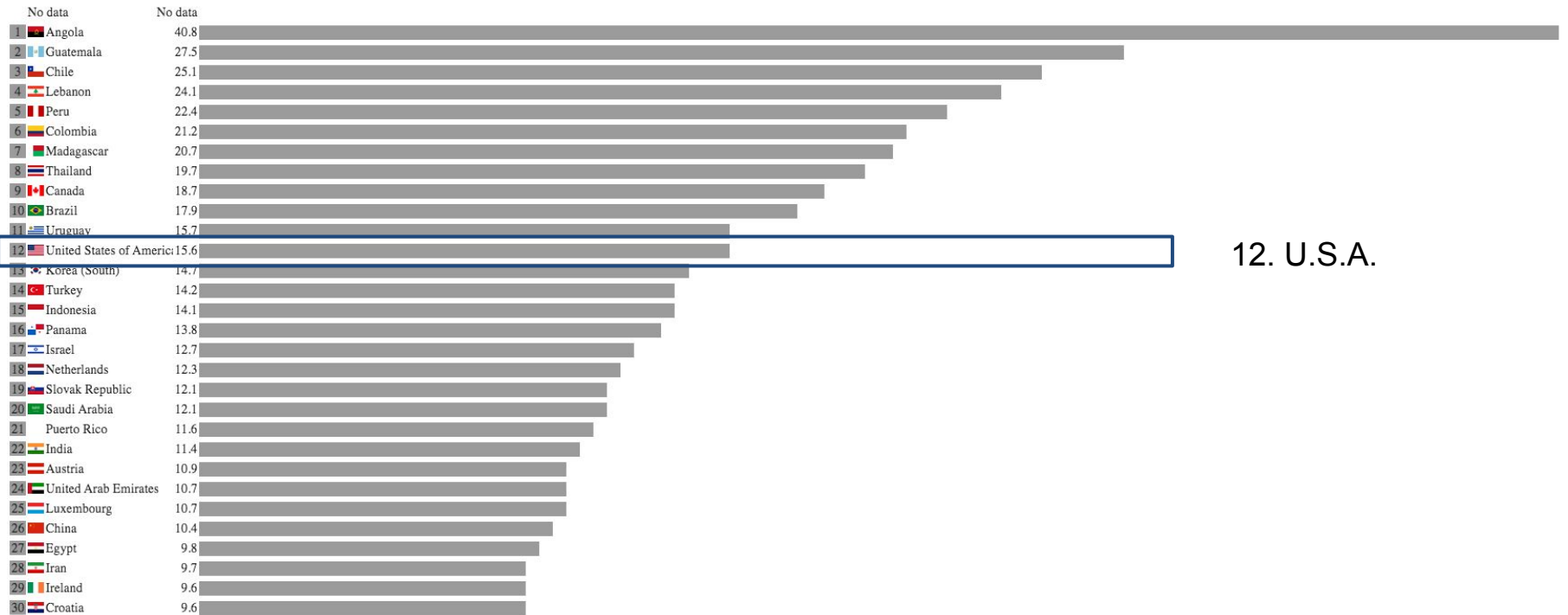


The Global Entrepreneurship Development Institute (GED) methodology collects data on the entrepreneurial attitudes, abilities and aspirations of the local population and then weights these against the prevailing social and economic 'infrastructure' – this includes aspects such as broadband connectivity and the transport links to external markets. This process creates 14 'pillars' which GEDI uses to measure the health of the regional ecosystem.

Early-Stage Entrepreneurship

Total Early-Stage Entrepreneurial Activity (TEA) in 2018

% of 18-64 population who are either a nascent entrepreneur or owner-manager of a new business



Select a country from the ranking at the left

Retrieved from: <https://knoema.com/infographics/nyyasp/global-entrepreneurship-index-2018>

Implications of Entrepreneurship for the Preparation of Students

To prepare for 2030, people should be able to think creatively, develop new products and services, new jobs, new processes and methods, new ways of thinking and living, new enterprises, new sectors, new business models and new social models. Increasingly, innovation springs not from individuals thinking and working alone, but through co-operation and collaboration with others to draw on existing knowledge to create new knowledge (p. 6).

ED 2030 (2018) Organization for Economic Cooperation and Development (OECD).

Contributions of Entrepreneurship

To the Economy

- Contributing to GDP
- Generating employment
- Generating tax
- Introducing new technology
- Assisting other Industries in the economy

To the Community

- Solving social problems
- Generating change
- Hiring locally
- Empowering communities
- Creating generational wealth

Student Perception of Entrepreneurship

Entrepreneurs take action to benefit both the “greater good” and the entrepreneur.



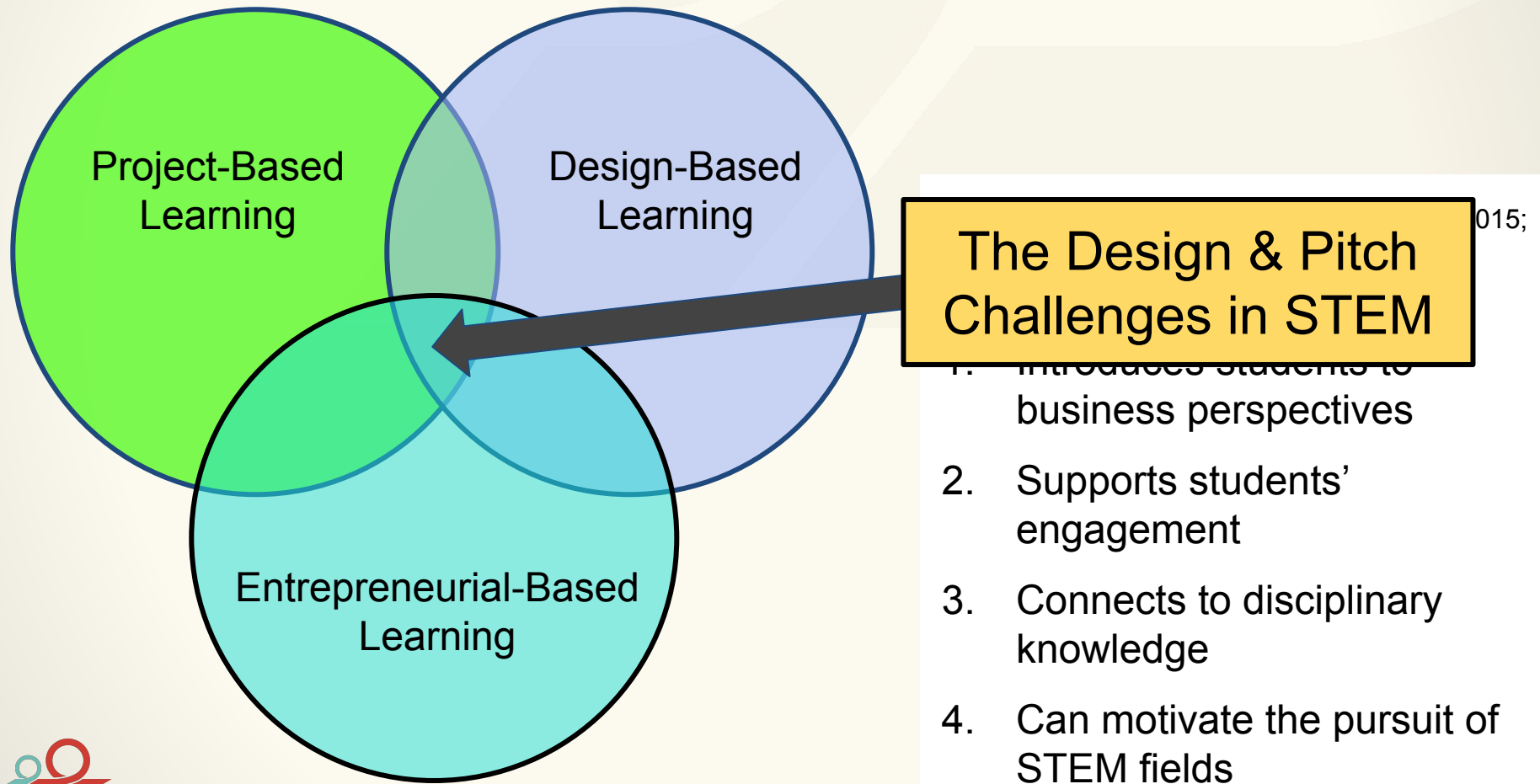
Is-is someone who-who takes an idea and uses it to their own advantage but also other people's advantages.

Learning about Entrepreneurship

To develop entrepreneurial skills and an entrepreneurial approach to problem-solving, students need opportunities to:

1. Engage in authentic entrepreneurial tasks (Passaro et al., 2017);
2. Collaborate, argue, and debate ideas and processes with peers (Passaro et al., 2017);
3. Reflect on their knowledge and skills relative to a specific entrepreneurial opportunity; and
4. Consider ways of providing value to customers (Lackeus, 2015).

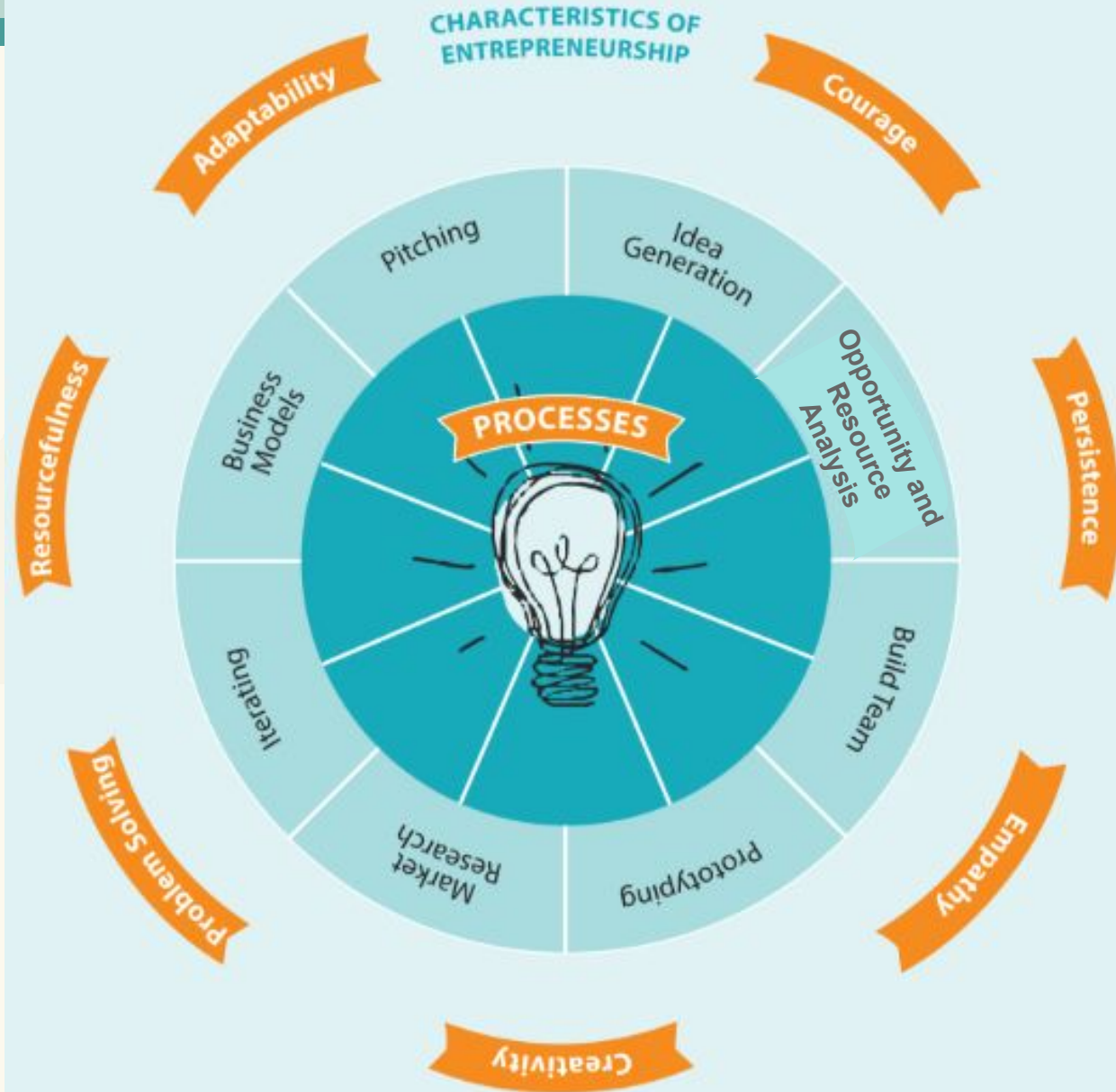
Innovative Approaches to STEM Instruction



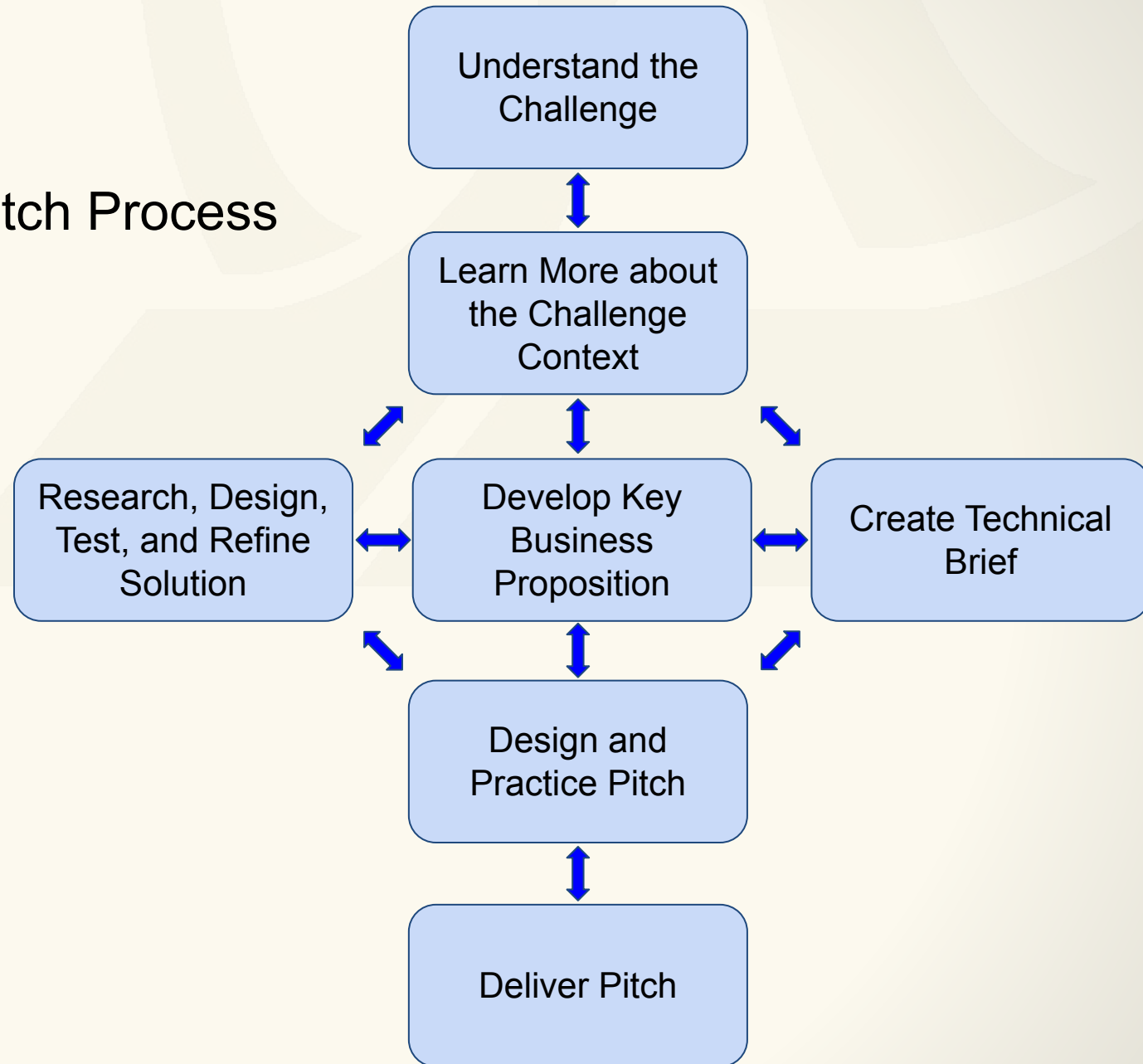
Existing K-12 STEM Entrepreneurial Educational Programs



Framework for Entrepreneurship



The Design & Pitch Process



The Design & Pitch Challenges in STEM



Operation Lifeline



Power Me Up



Keep it Real



Building Algorithms



Prototype to Profit



Erase Food Waste



Fix It: Design for Community Impact



Flashy Fashion



Pollution Solution

Components of Design & Pitch Challenges

Design & Pitch Challenges in STEM



You have great ideas for how to make the world a better place. The Design & Pitch Challenges in STEM are your chance to start turning those ideas into a reality.

In these Challenges, you will need to think like an entrepreneur as you create real solutions to messy STEM problems. You will use your knowledge and expertise in creative ways to invent new products that meet customers' needs. You will need to be able to

CONTACT US

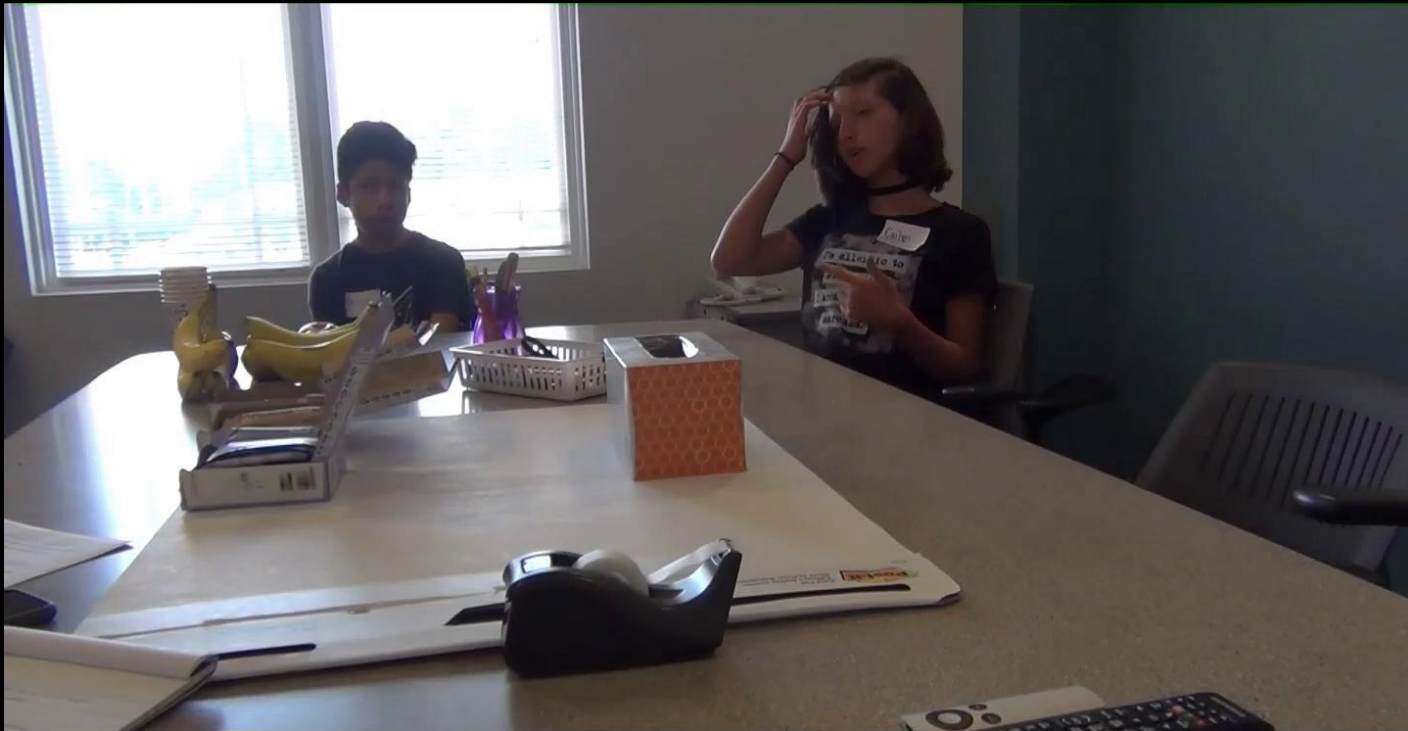
<https://www.jason.org/design-and-pitch>

Design & Pitch Example: Building Algorithms



Early Findings: Entrepreneurship and Authenticity

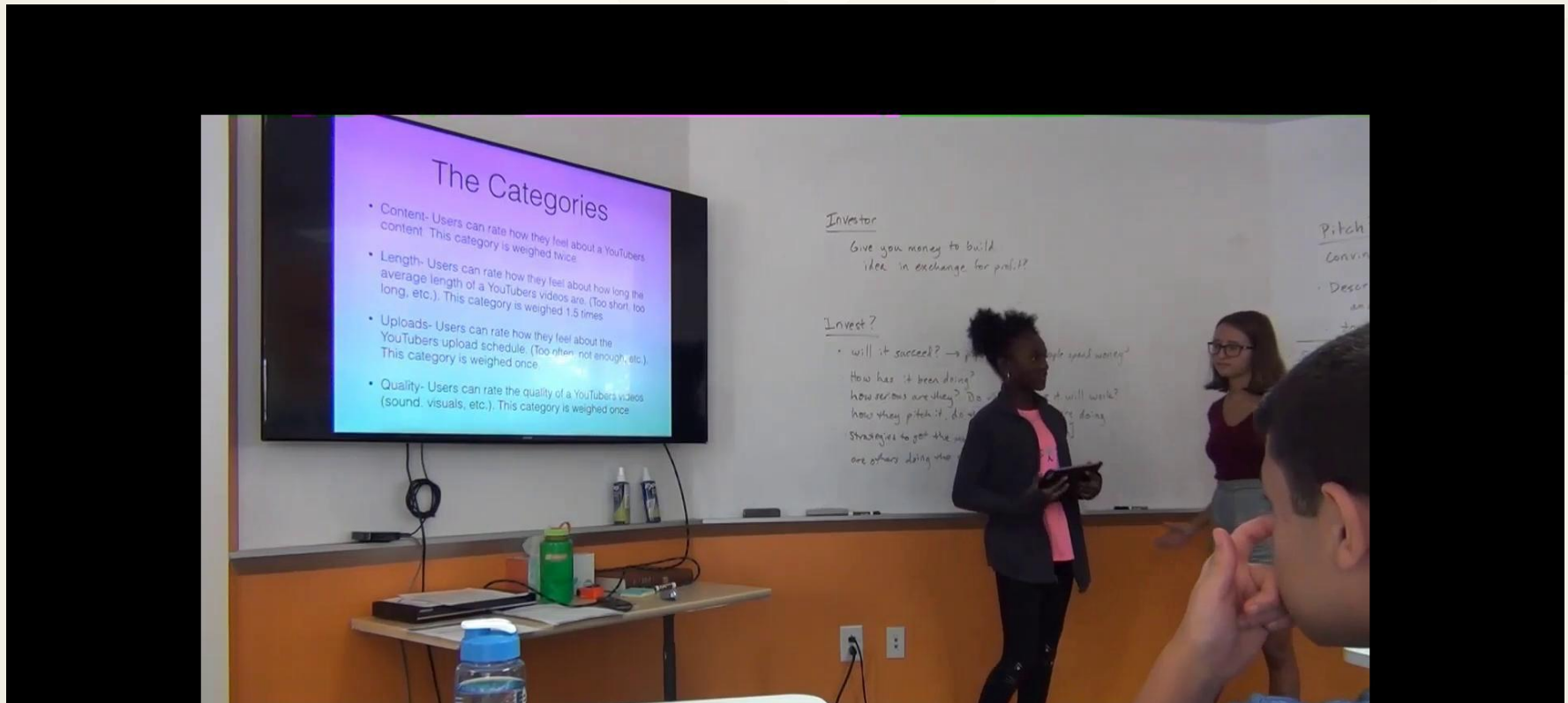
Entrepreneurship connects math to real and familiar contexts.



and then I was like, "Oh! I use-we use-I use that,". And then-and it's just kind of like and it kind of connected everything for me.

Early Findings: Mathematical Reasoning in Building Algorithms

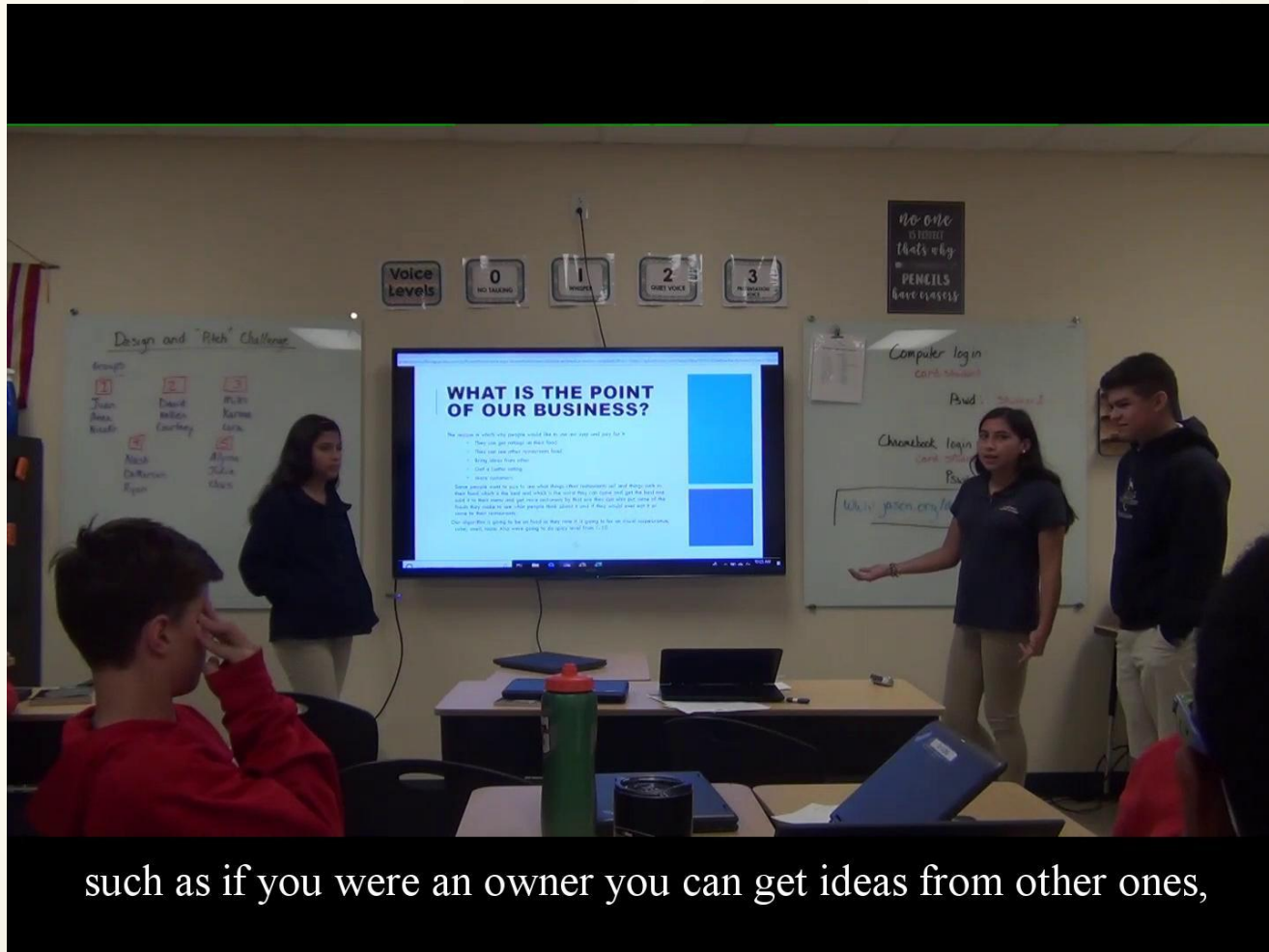
A weighted algorithm for rating YouTube channels



Too short, too long, average, things like that. This category is weighted one point five times.

Early Findings: Mathematical Reasoning in Building Algorithms

An algorithm for rating foods



such as if you were an owner you can get ideas from other ones,

Conclusion

- Developed 9 D&P Challenges
 - Created framework
 - Designed materials
 - Tested with small groups of students
 - Tested in classrooms
- Dissemination Efforts
 - JASON Learning partners with 52 districts across the United States
 - Individual teachers
 - Community events
 - Locally in middle schools
 - Public website will soon house all 9 challenges
- Research
 - Student STEM interest
 - Student motivation and self-efficacy
 - Mathematics learning