Enterprise coverage

Enterprise skills need to be introduced from Year 1. By Year 4, children should know all eight enterprise skills which should then be further embedded in Years 5 and 6. As part of the skill 'problem solving', children should be given the opportunity to manage money.

Teamwork	Year 1	
Communication		
Determination	Year 2	Y1-3 to work on class projects.
Risk		
Leadership	Year 3	
Creativity		
Decision making	Year 4	Y4-6 to work on group projects around a theme.
Problem solving		

Year 1

- Define enterprise skills
- Speaking and Listening (S&L) activity to present examples of the enterprise skills in the real world e.g. sorting pictures into communication/teamwork etc.
- Self-assess against the enterprise skills on the TGPS wheel before and after the project.
- Business ideas generation as a class

Year 2- Same as above and extras below:

- Understand money: Teachers to provide images/concrete objects with price tags- pupils to discuss how much the items would cost etc. (Look at presenting a quantity using different coins and notes)
- Decide on a selling price as a class discussing profit.
- Complete market research and create tally charts and simple graphs
- Answer questions on the data collected.
- Money and profit: discuss and celebrate the profit made.

Year 3-Same as above and extras below:

- Drawing bar charts
- Create posters to advertise the product

Year 4-Same as above and extras below:

- Problem solving involving money
- Name the entrepreneur and why they are successful (Mike Zuckerberg, JK Rowling and Alan Sugar)
- Business ideas generation

Year 5-Same as above and extras below:

- Dragon's den
- Name the entrepreneur and why they are successful (Jeff Bezos, Karren Brady, Victoria Beckham and Bill Gates)
- Business plan
- Evaluation of enterprise project

Year 6- Same as above and extras below:

- Name the entrepreneur and why they are successful (Sergey Brin, Deborah Meadon, Levi Roots and Oprah Winfrey)

Enterprise and Maths links (underlined objectives are pre-requisites)

Year 1

Measures

15. Recognise and know the value of different denominations of coins and notes.

Year 2

Measures

19. Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value. Find different combinations of coins that equal the same amounts of money.

20. Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change.

Statistics

29. Interpret and construct simple pictograms, tally charts, block diagrams and simple tables.

30. Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity; ask and answer questions about totalling and comparing categorical data.

Year 3

Measures

21. Add and subtract amounts of money to give change, using both £ and p in practical contexts.

Statistics

29. Interpret and present data using bar charts, pictograms and tables.

30. Solve one-step and two-step questions such as 'How many more?' and 'How many fewer?' using information presented in scaled bar charts and pictograms and tables.

Year 4

Measures

21. Estimate, compare and calculate different measures, including money in pounds and pence.

Statistics

29. Interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs.

30. Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.

Year 5

Statistics

29. Solve comparison, sum and difference problems using information presented in a line graph.

30. Complete, read and interpret information in tables, including timetables.

Year 6

Statistics

29. Interpret and construct pie charts and line graphs and use these to solve problems.

30. Calculate and interpret the mean as an average.