





Nordland



- ▲ 17 county organisations
- ▲ 20 individual programmes
- ▲ 383 municipalities
- ▲ 1 250 schools
- ▲ 7 959 teachers
- ▲ 19 613 volunteers
- ▲ 172 341 studentactivities

Møre og Romsdal • Sør-Trøndelag

Sogn og Fjordane • Hedmark
• Oppland

Hordaland • Buskerud
• Oslo
• Telemark • Østfold
• Vestfold
• Aust-Agder

Vest-Agder



FRAMTID SAMSPILL SKAPERGLEDE

JA-YE Norway's vision: JA-YE Norway inspires young people to innovate and create value

Our core values:

Future

- Develop young people's skills and ability to master their future
- Be a driving force for value creation and innovation
- Make a significant contribution to the development of thriving local communities and sustainable global development

Enthusiasm

- Give young people opportunities to develop their creativity, enterprise and self-confidence
- Motivate young people to innovate and to create value
- Centre all activities on "Learning by Doing"

Teamwork

- Teach children and young people to work as a team
- Be a reliable and long term collaborator that bridges the gap between schools and businesses
- Create meeting places and build networks;
 locally, nationally and internationally





Tree primary motivations for entrepreneurship in schools



....District political motivations

....Business development motivations

....Public education motivations





Entrepreneurship in Education

Develop personal skills and attitudes
Ability and willingness to take the initiative
Innovation and creativity
Willingness to take risks
Self-confidence
Ability to collaborate and social skills

Learning academic subjects and basic skills using entrepreneurial methods

Gaining the knowledge and skills of business development and innovation processes

From the Government Action Plan: "Entrepreneurship in education - from compulsory school to higher education 2009-2014."



JA-YE NORWAY PROGRAMS

Graduates

Graduate program Innovation Camp Leadership training for women



Age 16-18

Company Program
Inclusive Workplace
Enterprise without Borders
Success Skills
Innovation Camp
Leadership training for girls



Age 13-15

Pupils Enterprise Innovation Camp Job Shadow Economics for Success





Age 8-12

Europe and Me SMART Our Community



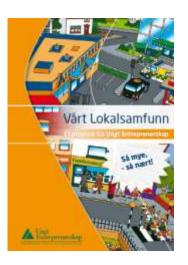




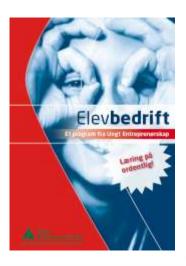


FRAMTID SAMSPILL SKAPERGLEDE

Examples of programmes in primary/lower secondary school:



Our Community is aimed at grades 4-5. The programme gives pupils insight into how local business and government administration affects their everyday lives. It also strengthens their local identity and shows how they can help strengthen their local environment.



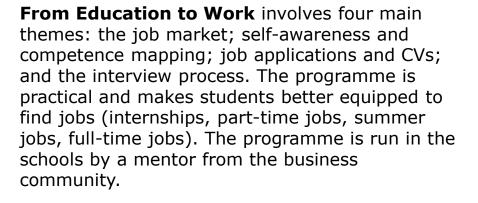
SAMARREID SKOLF OG NÆRINGSLIV

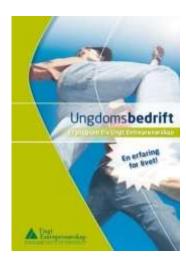
Pupils Enterprise is an educational programme where students in lower secondary schools are given the opportunity to start up, run and liquidate their own businesses; advised by teachers and other external experts. Over six phases, the pupils take their business ideas from start up to liquidation. The educational resource materials consists of a teacher's guide and webbased tips, exercises and examples.



Examples of programmes in primary/lower secondary school:







The Company Programme (UB) gives students in upper secondary school the experience of starting up a business within a supported framework. Over the course of one school year, the pupils start up, run and liquidate a mini-company supervised by teachers and a mentor from the local business community. Students start with a business idea and realise their product/service through production, marketing and sales. Via JA-YE Norway, the companies go through a real registration process, as separate legal entities in Norway's Brønnøysund Business Register.



Sogn og Fjordane













One of our program... Innovation Camp

Students gather in order to address a specific challenge to come up with ideas witch would solve the problem

- * an intense experience
- * you have to propose a solution within a limited time
- * you have access to tools, information and resources

The team members may not know each other, will have to adapt to each other quickly and find out how to work together most efficiently.









At the beginning, there is a series of ice-breaking activities and group work to learn some basics about creative thinking.

The students are not told about the problem until they are onsite.

Then the students are split up into teams of between 4 and 6 students each and "launched" into the problem-solving phase.



The different stages in Innovation Camp...

Stage 1: Getting to know each other and creativity exercises

Stage 2: The challenge is introduced and teams begin to work

* Business idea / challenge

Stage 3: Preparation of the business presentation and delivery of the presentation to the judges





INNOVATION CAMP in Balestrand







Monday	Tuesday	Wednsday	Thursday	
08.00 – 09.00: Breakfast	Breakfast from 07.00 –	08.00 – 09.00: Breakfast	08.00 – 09.00: Breakfast	Friday
at Sygna school	ferry leaves at 7.45	at Sygna high school	at Sygna high school	07.00 – 08.00: Breakfast
09.00 – 09.15: Welcome	Trip to the glacier	09.00 – 12:00: Start	09.00 - 10.15:	08.00 – Departure
to Innovation camp	including a walk on the	innovation camp	Innovation camp	Balestrand to Bergen by
09.15 – 09.30: "Norms"	glacier	12.00 – 12.45: Lunch	10.15 – 10.30: Break	express boat
09.30 – 11.00: Ice-	Visit to the glacier	12.45 – 16:30:	10.30 – 12.00:	12.00 – Arrival Bergen
breaking activities	museum - Lunch at the	Innovation camp	Innovation camp	
11.00 – 11.30: Transport	museum	17:00 - : Mountain	12.15 – 13.00: Lunch	
to artist home at	Dinner at the Cider	walk	13.00 – 15:00: Follow up	
Kvamsøy	house in the evening	Snacks / fruit at the	- how to keep in contact?	
11.45 – 12.30: Lunch		viewpoint	15.00 – 17:00	
12.30 – 16.00: Creativity		19.00: Dinner at the	Reflections-Presentations	
and creativity prosess		Cider house –	19.00: Dinner at the	
19.00: Dinner at the		"Norwegian evening"	Cider house – "French	
Cider house – "Italian			evening"	
and Austrian evening"				
				,

Welcome to Balestrand august 2013

