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# INTRODUCTION

*We Can Do Anything!* is a kindergarten to grade three resource for enterprise education which will support teachers in their efforts to provide young children with experiences to develop a more enterprising spirit. *We Can Do Anything!* encourages a collaborative, experiential, and reflective approach to learning through active involvement. The infusion of enterprise education in the kindergarten to grade three learning environment can provide teachers and children with exciting and innovative paths to achieve curriculum outcomes.

The activities in this resource were created and validated by kindergarten to grade three teachers in the Atlantic Provinces in an effort to integrate enterprise into the kindergarten to grade three curriculum. *We Can Do Anything!* contributes to a foundation which young people need to lead active and productive lives in the new knowledge-based economy.

Enterprise education fosters skills and qualities that encourage children to develop and demonstrate intellectual curiosity, creativity, self-awareness and initiative. Educators recognize that the development of an enterprising spirit occurs over time. Building a foundation at the primary level is essential for this development.

## RESOURCE FORMAT

*We Can Do Anything!* presents each activity using the following format.

### **Procedure**

provides a description of the activity and the process

### **Suggested Materials**

suggest materials needed for the activity

### **Enterprise Outcomes**

identifies enterprise skills and personal qualities which are the focus of the activity

### **Curriculum Connections**

identifies specific curriculum outcomes from the APEF curricula in English language arts, mathematics, and science

Teachers are invited to connect the activities to other provincial curricula as the activities may be linked to other courses such as social studies, health, art, music, and drama. These connections have not been identified as this resource utilizes only curricula developed by the four Atlantic Provinces in association with the Atlantic Provinces Education Foundation.

However, note that the science connections at the kindergarten level come from the Pan-Canadian document for science developed by the Council of Ministers of Education, Canada.

**Review and Reflection**

identifies strategies and guiding questions that may assist the teacher in reviewing the learning experiences and reflecting on how it may be used in the future

Enterprise learning essentially has four key components: active experiential learning, teamwork, ownership, and guided review and reflection. These are the four guiding principles of this resource.

**Active Experiential Learning** - children are active participants in the learning process which is dependent on their contribution

**Teamwork** - children share ideas and collaborate to complete group initiatives

**Ownership** - children take greater control and responsibility for their own learning

**Review and Reflection** - the children revisit their contributions to the activity to determine what has been accomplished, what has been learned about themselves, and what has been learned while doing the activity

## **NURTURING AN ENTERPRISE CULTURE IN THE CLASSROOM**

Enterprise education is an approach to learning and teaching that facilitates the emergence of independence, initiative, perseverance, creativity and risk-taking in children. When teachers nurture an enterprise culture in their classrooms children become active participants in the learning process. Children are encouraged to take stock of their strengths and talents to decide on how they can best contribute in a collaborative effort to bring about change. Through guided review and reflection teachers are also able to provide children with an opportunity to learn from the successes and problems that were encountered.