

Exploring the Enterprise key questions with a graphic organiser

This sheet will give you some ideas about how to use the graphic organiser, online or on paper, and identify:

- why it is useful
- how learners might use it to generate and capture ideas from a discussion
- how you can use it to plan your teaching.

Why use a graphic organiser?

You and your learners can use the graphic organiser tool online or create a graphic organiser on paper to generate and capture ideas for teaching and learning. This type of graphic organiser is useful if you want to brainstorm initial ideas and then explore them in more depth.

There is more information on brainstorming available in the **Co-operative learning toolkit** in the **Effective teaching and learning** resources.

The information in each box is reduced to its simplest and most succinct form. Learners can then start to build more complex ideas. This can help them to clarify information and build a deeper understanding.

Once ideas have been captured, a graphic organiser can help learners explore relationships between concepts. Each box of text shows a different aspect of the subject. The boxes can be numbered after the ideas have been generated, to help learners to organise their information logically.

Learners use higher order thinking skills when they use graphic organisers, and need to:

- identify the main ideas
- differentiate between essential and non-essential information
- decide how best to structure the information.

An example: exploring the key questions

You may have decided that you want to get your learners to work on this key question:

- What are the skills and attributes of successful entrepreneurs?

Your aim might be for learners to examine each question in detail and then evaluate their own skills. Here's an example activity.

Self-assessment

In pairs or small groups, ask learners to discuss the key question that you have chosen, for example:

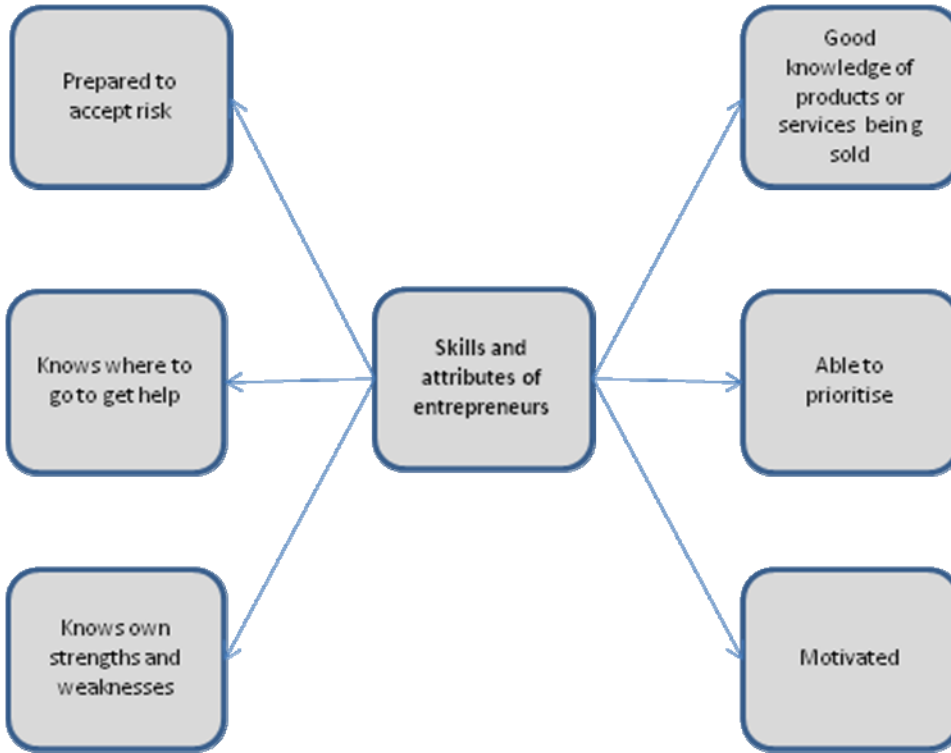
- What are the skills and attributes of successful entrepreneurs?

Show learners how to use the graphic organiser online or on paper and ask them to use this to capture the ideas they generate.

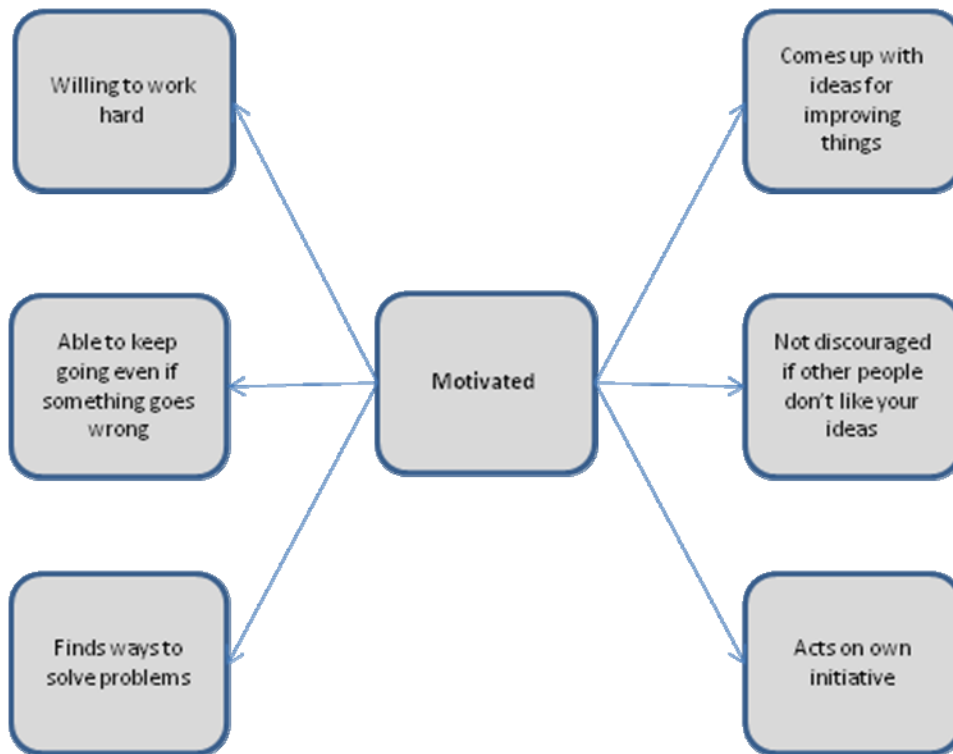
Collate the ideas that have been generated by different groups. Make the points into cards by cutting out the boxes. Ask learners to do a card sort under the headings: *I do this well; I'm quite good at this; I need to work on this.*

Development needs can be added to individual learning plans.

In this example, different groups of learners have examined the skills and attributes of successful entrepreneurs and have come up with this information.



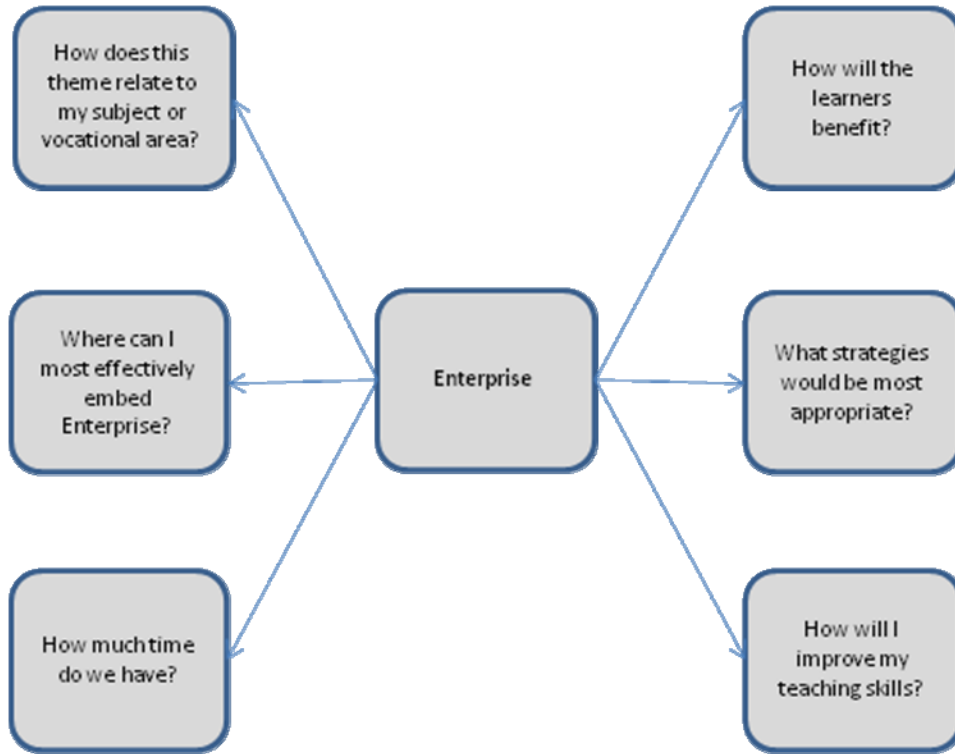
Learners could use the template again to explore 'Motivated' more fully.



Use graphic organisers when you are teaching to demonstrate how they can be used effectively. Other examples of graphic organisers can be found in the **Co-operative learning toolkit** in the **Effective teaching and learning** resources.

Using the graphic organiser to plan activities for Enterprise

You can use the graphic organiser to outline your plan for embedding Enterprise into your teaching.



The more comfortable you feel with using a variety of graphic organisers, the more likely you are to use them in your teaching. They can be both engaging and effective in helping learners to generate ideas and to plan logically. An example of a graphic organiser to help you embed Enterprise in your teaching is included in the **Enterprise booklet**.