



MAGICAL LEADERS



GROUP LEADER SHEETS



PUPIL OVERVIEW

This challenge is the start of your Venture Journey. You will hear from Jack O' Connor from Moyo Nua and their innovation to help farmers in Malawi. Customer value is about solving problems or getting jobs done. An innovation is a new way to solve a problem or to do a job.





United Nations Sustainable Development Goals (UN SDG) are a plan to achieve a better and more sustainable future for all by 2030. Jack helps with UN SDG 2 - Zero Hunger. Magical Leaders like Jack come up with 'wild ideas' and create new value for society.

There are **4** Enterprise Building Blocks that every venture uses. There are two types of venture, For-

Purpose and For-Profit.

'New Value Creators' have 6 key attributes: effective communication; emotional

self-regulation;

teamwork; perception; creative problem solving and critical thinking skills. Organise your Peer Educator groups and identify attributes you have to run a venture.

In the final part of the challenge, recap what you did and

learned. Provide feedback to the presenter (the teacher!) on **What Went Well** and would make the challenge **Even Better If**. **You are always a winner with feedback**. It is super important when you get positive feedback or a 'takeaway', **to say 'thank you'**.

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HERE ARE THE KEY MESSAGES

- Customer value involves solving a problem or doing a job for a person.
- An innovation is a new way of solving a problem or doing a job for a person.
- The United Nations Sustainable Development Goals (UN SDG) are a plan to achieve a better and more sustainable future for all by 2030.
- Magical Leaders come up with 'wild ideas' to create new ways to solve problems or do jobs for people.
- Magical Leaders create new value for society.
- There are 9 Enterprise Building Blocks for any Enterprise.
- **For Purpose** Enterprise focused on the needs of the community and is sustainable by earning money.
- For Profit Enterprise focuses on maximising profit and may do good for the community.

'New Value Creators' have 6 key attributes:

- Communication.
- Emotional self-regulation.
- Perception.
- Teamwork.
- Creative problem solving.
- Critical thinking skills.



Successful venture owners learn from feedback.

• It is cool to always learn from feedback. You are always a winner when you learn from feedback.



To receive and give feedback use **WWW** (what went well) and **EBI** (even better if).





PREPARATION INSTRUCTIONS



Read through your group activity sheets. Think about what kind of answers people might give and what questions you could ask to get everyone thinking.

If you have any questions about the challenge make sure you ask your teacher beforehand. You can also practice at home by getting your friends and family to play the role of the pupils that you will be helping during the challenge.

MISSION KENENG



CLASSROOM GROUP ACTIVITY 1

READ:

When we solve a problem or do a job for a person this creates value. An innovation is a new way of solving a problem or doing a job. What is value for society?

ASK:

Question: What is the impact on our community of a delivery drone? Is the impact good or bad? Why?

Question: Are there other ways a delivery drone could impact our community, in addition to affecting our environment?

ANY OTHER QUESTIONS



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CLASSROOM GROUP ACTIVITY 2

READ:

Some ventures focus on a purpose. Other ventures focus on maximising the money that they make i.e. profit.

ASK:

Question: Is Moyo Nua for profit or for purpose?

Question: Did Jack mention any of the 9 Venture Building Blocks?

ANY OTHER QUESTIONS



