Entrepreneurship education in Malta

1 OVERVIEW

The Ministry of Education, Employment and the Family, in collaboration with the Ministry of Finance, the Economy and Investment in Malta launched the ‘Entrepreneurship through Education’ scheme in 2011. The aim of the scheme is to promote entrepreneurial qualities amongst students and to provide practical experience in entrepreneurial activity by sponsoring projects submitted for competitive calls for proposals by educational institutions. The scheme has a strong focus on the promotion of entrepreneurship through teaching and sharing resources at primary and lower secondary level. A national minimum curriculum was established with cross-curricular objectives, such as flexibility and creative thinking, to support its implementation.

The National Curriculum Framework in Malta also proposes entrepreneurship as a cross-curricular theme and two optional subjects have been added for secondary school pupils, ‘Business Studies’ and ‘Intermediate/Advanced Economics’ or ‘Intermediate/Advance Accounting’. The Maltese Government has also introduced the Kreattiv programme to provide competitive funding for innovative solutions and creative ideas. The Fund supports the government’s commitment to improve teachers’ engagement in entrepreneurship education.

In addition to the national initiatives, different internationally successful initiatives are also implemented in the country, predominantly due to the presence of Junior Achievement in Malta. These initiatives include for example the Company Programme.

2 GOOD PRACTICE CASE STUDIES

KREATTIV Programme

2.1 SUMMARY OF THE INITIATIVE

The KREATTIV programme is managed by the Culture Directorate under the Ministry for Tourism in Malta. It forms an integral part of the Maltese Government’s effort to foster collaboration and dialogue between the education and creative arts sectors through engaging students. The programme is available to all schools across all compulsory education levels. Successfully funded projects receive €5,000 and the projects run for a 12-month period. The projects explore innovative concepts for the engagement of students in creative environments to make an impact on the students’ perception and experience of creativity, and to improve the students’ ability to identify and solve problems and use project management concepts.

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The content of this document, including the case studies and the descriptions of the initiatives reflect the information available as of August 2015.
2.2 BRIEF DESCRIPTION OF THE INITIATIVE

In the new Framework for Education Strategy for Malta 2014-2012: “Sustaining Foundations, Creating Alternatives, Increasing Employability”, the Ministry responsible for Education acknowledged the need “to improve students’ learning experiences by encouraging creativity, critical literacy, entrepreneurship and innovation at all levels”. In line with such intentions, the KREATTIV programme aims to:

- Facilitate creative education as a key tool for holistic development
- Initiate creative projects in classrooms, schools and colleges through collaborations between teachers, students and creative practitioners
- Introduce children and young people to potential careers in the cultural and creative sector, through selected collaborations with higher educational institutions
- Embed cultural and creative entrepreneurship in schools
- Encourage collaboration between educational institutions, the culture and creative industries, and other relevant sectors such as science and technology
- Create employment opportunities for creative professionals
- Encourage creative collaborations amongst educational institutions, and partnerships with public and private cultural operators

The KREATTIV funding programme invites applications up to a maximum of €5,000 over a 12-month period. Institutions across Malta and Gozo are eligible to apply through the scheme’s annual call for proposals.

Education institutions have to work with creative practitioners to develop projects which add value to the learning experience and the school environment. The projects reflect the schools priorities as well as those of the surrounding environment. Schools can propose design projects, short films, performances or exhibitions for example. Applicants have to show active engagement in a creative process to obtain funding and also ensure collaboration with practitioners, educators and students. Higher education institutions can also be involved as partners. The Government sponsors the scheme and proposals presented by institutions are evaluated according to a set of criteria before a decision to award funds is made.

2.3 TARGET GROUP(S) ADDRESSED

The KREATTIV programme targets schools or colleges offering mandatory education from Early Years Cycle to Secondary Years Cycle up to school-leaving certificate. The latest rounds of the programme have also allowed the participation of higher education institutions that provide programmes accredited from Levels 5 to 8 and state-licensed life-long learning centres as partners of the schools (but not on their own).

2.4 INSTITUTIONS AND STAKEHOLDERS INVOLVED

The KREATTIV Scheme is managed and funded by the Culture Directorate within the Parliamentary Secretariat for Culture and Local Government. The 2014 fund was €80,000, with a maximum of €5,000 awarded to each selected proposal.

In addition to the participating schools, the scheme also involves creative practitioners in the localities of the participating institutions. Creative practitioners are individuals, organisations or enterprises that are not employed by the schools and that engage in any of the heritage, arts, media or creative business services sectors.

The programme also encourages collaboration between more than one educational institution and creative practitioners on each project. In every case, schools act as coordinators of the projects.
2.5 ACHIEVEMENTS, RESULTS

Schools are asked to present a clear roadmap of the project’s development, indicating significant milestones, the expected duration of each task and the roles of all the collaborators in the project. As project coordinators, accountability falls to the school to ensure the transparent fulfilment of the project.

When applying for the funds, schools need to indicate clearly the classes that will be participating in the project and an estimated number of students on who the project will have an impact. This can be direct participants, indirect contributors and general beneficiaries. If there is collaboration with higher educational institutions, schools also need to specify the number and specialisation of students involved at that level.

According to the guidelines of the scheme, to date 54 projects have been awarded over the past three years, reaching hundreds of students across Malta and Gozo.

Further information

Organisation: Parliamentary Secretariat for Culture and Local Government

E-mail: kreativ.mot@gov.mt

Further information in English:

http://www.maltaculture.com/content.aspx?id=374201

3 EXAMPLES OF ON-GOING INITIATIVES ADDRESSING ENTREPRENEURSHIP EDUCATION

3.1 ENTREPRENEURSHIP THROUGH EDUCATION

The Entrepreneurship through Education scheme was an initiative of two ministries in Malta, the Ministry of Finance, the Economy and Investment and the Ministry of Education and Employment. The scheme was developed with a goal to allocate funding to educational institutions to support the development of entrepreneurial education programmes. To pass the selection, the institutions had to develop an educational project that promotes problem solving skills, enhances students’ abilities to cooperate, network and assume leading roles, as well as develop their self-confidence and encourage initiative-taking, pro-activity and creativity. Activities supported by the scheme included the development of entrepreneurship teaching materials, the organisation of networking events and specific visits to local businesses. Priority was given to projects that included the business community and local councils in the implementation. In 2012 there were around 30 successful applications for school programmes that tackle entrepreneurship education.

3.2 ENTERPRISE IN ACTION

Enterprise in Action is an initiative of Junior Achievement Malta that runs from eight to ten weeks with the aim to develop pupils’ basic understanding of the free enterprise economic system. Throughout the programme lower secondary schools pupils between 13-15 years old work in small project teams. Through a series of exercises they learn how to organise and develop a business, which has market value and is socially responsible. Upon successful completion of the programme, pupils might receive a School Leaving Certificate.

3.3 CREATIVITY AND INNOVATION CHALLENGE

The Creativity and Innovation Challenge, also known as Innovation Camp, is an internationally well-known successful programme of Junior Achievement Young Enterprise (JA-YE). The programme is designed for secondary school pupils. It engages them in teamwork which focuses on addressing social and environmental issues of relevance to their locality. During a 24-hour period, students work together in the camp with the
common goal of solving a particular challenge. The sessions are designed to inspire students to think creatively about the problems they can see in their surroundings. In addition, the camp setting also provides space for participants to explore their ideas, create solutions and design innovative products. Expert facilitation during the camp helps student feel safe and allows them to work freely in an open environment. In addition the setting encourages active participation in brainstorming sessions and helps students learn about different idea-generation techniques. The intense 24-hour ends with a competition where student teams can present their products in front of the jury panel. The top three places are rewarded with prizes.
3.4 FURTHER INFORMATION AND CONTACT DETAILS ON THE INITIATIVES

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