TECH TASTER
ENTREPRENEURSHIP

TURN IDEAS INTO ACTION

Every great innovation begins with an idea, but it takes creativity, critical thinking and resilience to turn that idea into reality.

This learning experience challenges students to think like entrepreneurs, identifying real-world problems and designing solutions that create impact. Through collaboration, prototyping, pitching and feedback, students explore risk-taking, adaptability and the value of diverse perspectives. They not only learn business fundamentals but also develop a growth mindset, gaining confidence that their ideas can shape communities, industries and futures.

Entrepreneurship isn't just about starting a business; it's about learning to see possibilities where others see obstacles.

Industry Skills

- Business and Start-ups
- Marketing
- Social Enterprise
- Product Development

Student Outcomes

Engage Session

- **Explore** the **entrepreneurial mindset** and principles of the **Design Thinking Process**.
- **Identify opportunities** for innovation by analysing and solving **real-world problems**.

Create Session

- **Develop** a business idea or prototype.
- **Collaborate** to refine solutions and communicate a value proposition.
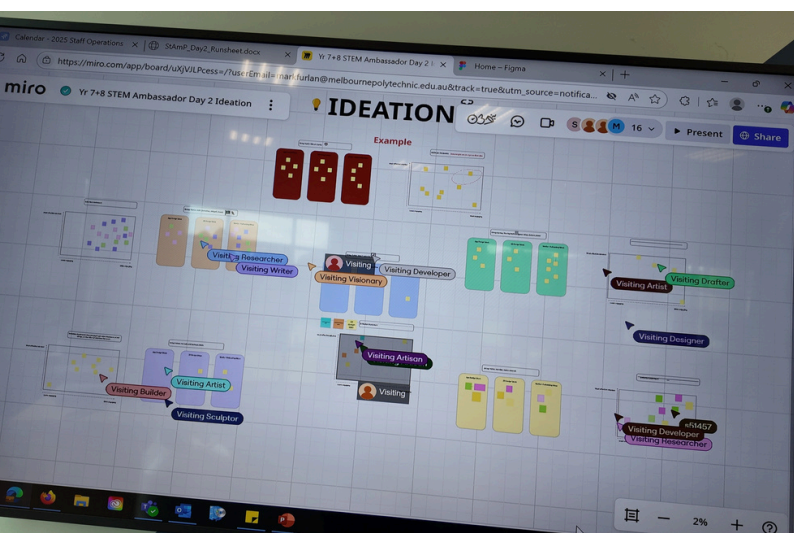- **Present** and **pitch ideas** to a panel or group.

"We pitched an idea and they treated us like real founders — that gave me confidence."

Pre-service Teacher, RMIT University

"It was amazing to test if our business would actually work, not just imagine it. My idea is not that crazy after all!"

Student, NCAT

"At first, ideas were scattered. By the end, students were connecting and building on each other's thinking, turning sparks into a business model."

Teacher, NCAT

Looking for an option to *deepen the impact* for your students?
This program can run across **two days**, allowing for extended projects, collaboration, and reflection. **Contact our team** to design a **two-day visit** tailored to your learners.