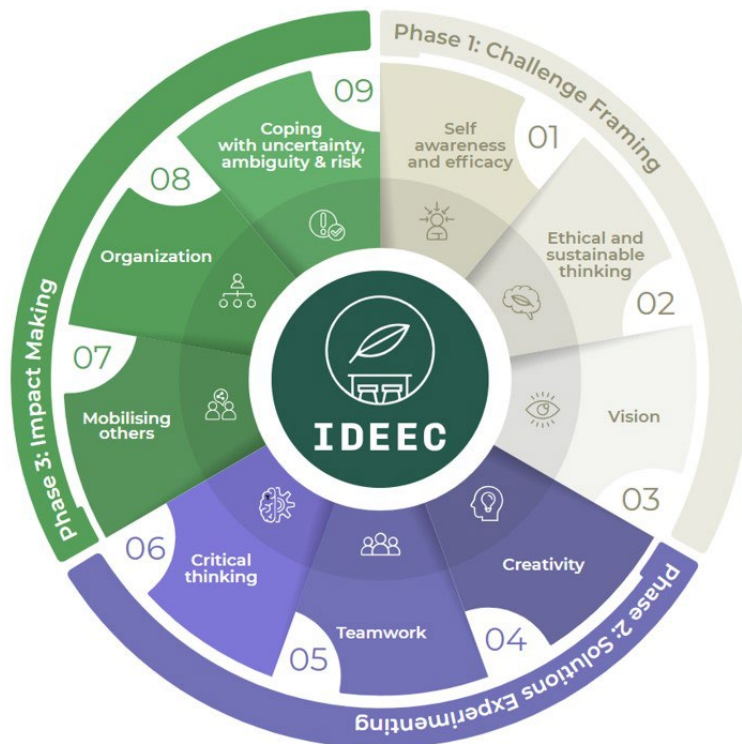


## Measuring Impact in Entrepreneurship Education Guide for School Teachers



**What “Impact” Means:** In simple terms, impact is the positive change your lesson creates in how students think, feel, or act. Think of your teaching like planting a seed – what new ideas or behaviors start growing? What excitement or pride blooms afterwards? For example, are students more excited about solving a problem or helping others after your activity?

### **How to Notice and Measure Impact:**

You’re likely already observing impact in small ways – kids’ eyes lighting up, energetic participation, or new questions they ask. Here are child-friendly, “light-touch” tools you can use to capture those changes:

- “Two Likes and a Wish”: After a lesson, each student shares two things they liked or learned, and one thing they wish could be different next time. E.g.: “I liked learning about recycling. I liked working with my friend. I wish we had more time to build our project.”
- Smiley-Face Surveys: Use emojis or thumbs-up/down to ask if they had fun, learned something new, worked well in teams, or felt helpful.

- Quick Physical Check-ins: Try a playful prompt like “Put your hand on your head if you felt proud of yourself today!” Nearly all hands on heads means the lesson made them feel proud – and yes, even that is a sign of impact.

### Why Impact Matters:

Children are forming their sense of self and how learning connects to the real world. Simple impact measures help them reflect on their growth and see learning as more than grades. For instance, asking what problem they tackled or who it helped, makes them connect schoolwork with real-life issues. This builds self-awareness and motivation, helps them feel part of something bigger, and shows that their ideas can make a difference beyond the classroom.

The Impact Driven Entrepreneurship Education project provides ready-made check-in ideas:

Stage	Key Question	Tool/Activity	Outcome
<b>Before</b>	Where are we now? <i>Content:</i> What change do we want to see in the world? <i>Competences:</i> What competences do we want to develop?	Option 1 content: Class activity where you draw / describe the imagined future Option 2 content: individual statements or keywords shown in a web / wordle, using tool such as mentimeter Option 3 competences: let students fill in survey	Establish baseline competencies and best imagined future as goals.
<b>Challenge Framing</b>	What challenges matter most to us?	Option 1: Draw the challenge chosen – in group(s) Option 2: Describe and frame the challenge chosen in max 1/2 sentences – make sure you can explain every word	Identify and frame meaningful challenges.
<b>Solutions Experimenting</b>	How can we address the challenge creatively?	Option 1: Record students' prototypes (and their reflections on it) Option 2: Let teams draw their iterative process, including feedback loops	Show what is developed and how this is done
<b>Impact Making</b>	What difference did we make? Did we also change (learn/grow)?	Option 1: competence survey (linking to similar survey before project) Option 2: competence survey (stand-alone) Option 3: Group statements or drawings on change that was made (link back to activity before)	Measure learning outcomes and societal impact
<b>Sharing the change we made</b>	How can we share the change we made with wider community?	Option 1: Real world action log (online) Option 2: Class "change walls" / shared school or community exhibitions of the impactful projects and work of the class	Empower: sharing how to make a difference

**Measuring change:** The most important way to know if a difference has been made, is to use a before and after test – a pre and post survey. This allows you to track what has changed for your learners. The **impact survey** can be found on [www.ideec.eu](http://www.ideec.eu). You can plug this into lessons, so measuring impact becomes a natural, easy part of your teaching process.

**What about impact for me, the teacher?** It is also important to see your own change. This is why we have developed self reflection tool for you the teacher on [www.ideec.eu](http://www.ideec.eu)

## Four (4) Fundamental Principles

