



Skills 4 Enterprise

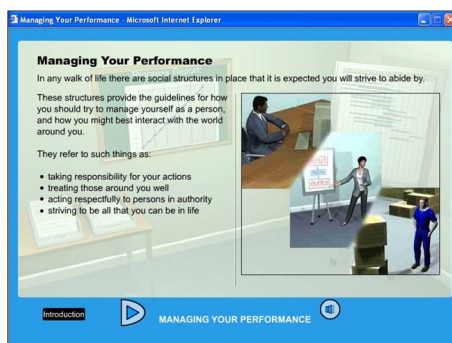
Unit 2 - Employability Skills

Personal Management

There are certain skills that employers favour.

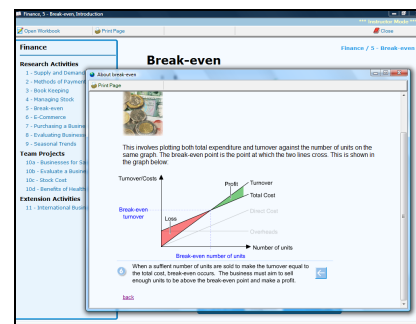
These skills will help you to become a valued member in an organisation.

In the Personal Management activity you will use an interactive explorer to analyse the skills that will drive your growth.



Next >

The electronic teacher resources help the teacher to mark student worksheets and journals, and generate reports.



Many of the Skills 4 Enterprise resources make excellent homework activities and can be used for project work in associated programs of study such as information technology, business studies and economics.

Skills 4 Enterprise is purchased as a software site license which means that it can be run on any computer within the licensed institution.

Skills 4 Enterprise is an easy to use software teaching resource that addresses Work Related Learning. It provides students with an excellent introduction to business concepts and business skills.

Presented in 5 units of interactive work, the lessons provide underpinning business knowledge and interactive business simulations.

- Unit 1 – Business Overview
- Unit 2 – Employability Skills
- Unit 3 – Sales & Marketing
- Unit 4 – Finance
- Unit 5 – Enterprise

Units 1-4 are designed to provide students with the skills to successfully complete the final Enterprise unit. Each of the first four units consists of research activities, team projects and extension activities.

Research and extension activities involve the students in investigating work-related issues using interactive applications and the Internet. Integrated questions are used to track and assess student performance.

Units 1-4 also provide the students with a number of team projects to choose from. These are all accompanied by worksheets and an electronic journal where the students can record their work.

Project options include:

- Employment trends
- Research a local business
- Career research
- Report on work experience
- Prepare a resume or CV
- Interview
- Setting product pricing
- Web marketing design
- Businesses for sale
- Evaluate a business
- Stock pricing

In Unit 5, students run their own virtual enterprise using interactive business simulators. The goal is to successfully manage the enterprise by trading for 12 months, making a profit and gaining market share.



On-screen instructions guide students as they devise a business and marketing strategy, and make monthly decisions about sales and marketing, production and finance.

Comprehensive teacher support is available in the form of an electronic User Guide and Multimedia Presentations.

The User Guide provides an overview to the Skills 4 Enterprise software and a step by step to using the resources available.

The Multimedia Presentations CD-ROM contains an overview of each unit and a series of supplementary presentations that cover a broad range of business related topics. Each of the presentations are ClassAct®SRS compatible.

Order as:
ST710/SL Skills 4 Enterprise Site License

NOTE:
Online version is also available – please contact LJ Create to discuss this option.

	No.	Average time
Research Activities	36	30 minutes
Team Projects	14	60 minutes
Extension Activities	15	30 minutes
Business Simulators	2	90 minutes
Total		25 hours*

*This is based on the students completing 36 research activities, 4 team projects, and two business simulators.