

DOWN TO BUSINESS

FRAMEWORK OF COMPETENCES

Visual representation and adaptation of
EntreComp Model



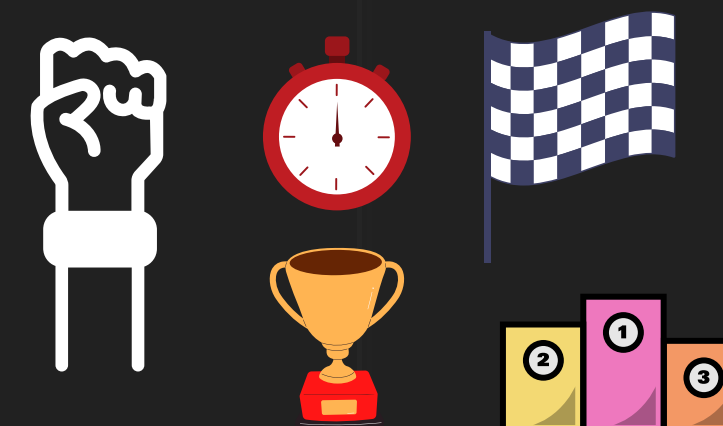
Co-funded by
the European Union

START

1 Ideas and Opportunities



3 Into Action



FINISH

2 Resources

1

Before the marathon you need... ideas and opportunities

-  Spotting opportunities
-  Valuing ideas
-  Creativity
-  Ethical & sustainable thinking
-  Vision

2

During the marathon you need... resources

-  Self awareness & efficacy
-  Motivation and perseverance
-  Mobilising resources
-  Financial and economic literacy
-  Mobilising others

3

Now you're ready to get... into action!

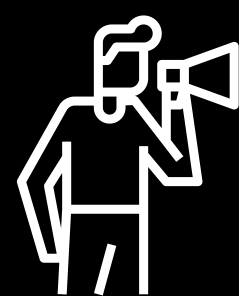
-  Take the initiative
-  Planning and management
-  Coping with uncertainty, ambiguity and risks
-  Working with others
-  Learn through experience

1. IDEAS AND OPPORTUNITIES



Valuing ideas

Make the most of ideas and opportunities



Ethical & sustainable thinking

Assess the consequences and impact of ideas, opportunities and actions



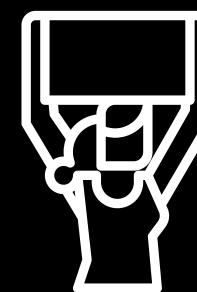
Spotting opportunities

Use your imagination and abilities to identify opportunities for creating value



Creativity

Develop creative and purposeful ideas



Vision

Work towards your vision of the future

2. RESOURCES



Motivation and perseverance

Stay focused and don't give up



Financial and economic literacy

Develop financial and economic know how



Self awareness & efficacy

Believe in yourself and keep developing



Mobilising resources

Gather and manage the resources you need



Mobilising others

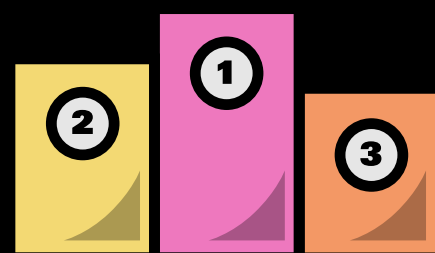
Inspire, enthuse and get others on board for a social goal

3. INTO ACTION



Planning and management

Prioritize, organize and follow-up



Working with others

Establish trustful collaboration, gain social support and engagement



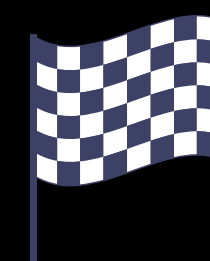
Take the initiative

Go for it, take the initiative to address a social issue



Coping with uncertainty, ambiguity and risks

Make decisions dealing with uncertainty, ambiguity and risk



Learn through experience

Learn through practice and experience