



MCAST

Malta College of Arts, Science & Technology

MQF Level 6

Key Skills

Units Specification

Current Approved Programme Structure

Unit Code	Unit Title	ECVET
CDKSK-602-1910	Intrapersonal and Interpersonal Skills	2
CDKSK-604-1909	Entrepreneurship	4
Total ECVET		6

Unit: CDKSK-602-1910 - Intrapersonal and Interpersonal Skills

Unit level (MQF): 6

Credits : 2

Unit description

This unit focuses on intrapersonal and interpersonal skills and provides an opportunity for learners to better understand themselves and the others and to establish goals in life. Intrapersonal and interpersonal skills enable learners to understand their strengths and areas for improvement and prepares them for life, employment and to become active citizens in society.

Moving away from traditional delivery of other units, learners will be empowered to take ownership of their learning process. Hence, Intrapersonal & Interpersonal Skills will be delivered through a combination of workshops, small-group sessions with mentors and various opportunities to reflect.

The first one-day-long workshop will tackle intrapersonal skills and will mostly focus on the self, the ability to work independently and important values in life. The second one-day-long workshop will address interpersonal skills and will focus on working with others, dealing with diversity and conflicts. Furthermore, at the end of the workshop, learners will be introduced to the importance of active citizenship in life.

Learning Outcomes

On completion of this unit learners should be able to:

1. *Identify personal goals through self-reflection;*
2. *Evaluate reflectively to understand others to collaborate more effectively;*
3. *Explain the importance of giving and receiving feedback especially when dealing with conflict;*
4. *Contribute actively to make a difference in society.*

Unit: CDKSK-604-1909 - Entrepreneurship

Unit level (MQF): 6

Credits : 4

Unit description

The working definition of '**entrepreneurship**' employed in this unit is that stated by the European Commission: "*Entrepreneurship refers to an individual's ability to turn ideas into action. It includes creativity, innovation and taking calculated risk, as well as the ability to plan and manage projects in order to achieve objectives. This supports everyone in day-to-day life at home and in society, makes employees more aware of the context of their work and better able to seize opportunities, and provides a foundation for entrepreneurs establishing a social or commercial activity*" (Entrepreneurship in Vocational Education & Training, June 2009).

In line with this definition, the unit places an emphasis on fostering a mind-set that *entrepreneurship* is the vehicle that drives *creativity* and *innovation*. The learner will, amongst others, be encouraged to gain an insight as to how to investigate customer needs and markets to generate an innovative idea for a start-up; participate in the realistic simulation of the creation of a start-up¹; create and pitch sections of a business plan, as well as draft sections of a business plan for an identified business idea.

The assessment of the unit is designed in a way to provide an opportunity for learners to strengthen transversal competencies which UNESCO highlights as necessary for the 21st century. These include intrapersonal skills, interpersonal skills, critical and innovative thinking, media and information literacy and global citizenship.

Learners with different backgrounds and experiences are required to contribute actively in a team to prepare the necessary work towards initiating a successful business venture.

In this unit, learners will become familiar not only with the main theories related to entrepreneurship and business start-ups but will have the opportunity to explore,

¹ 'Doing effective entrepreneurship' is firmly grounded in theory, yet the *chalk and talk* delivery mode is not promoted in this unit. Rather, *actionable theory through practice* is strongly encouraged. *Realistic simulations*, limited not only to in-class activities such as *discussions* of the problems faced in the different phases of a business, especially in the process of commercialisation of innovative products and services, and *on-paper* creative management strategies, are considered essential.

interact and learn from a number of first-hand situations. The challenges of working with diverse team members will provide the learners not only with the possibility to look at entrepreneurship ideas from different perspectives, but also to come up with more creative, original and feasible solutions to challenges that will arise.

The practical and realistic element of the unit will allow learners to engage and interact with different stakeholders from industry and public institutions. This real-life interaction will provide the ideal set up to link theory with practice in the real world. Learners are encouraged to get out of their comfort zone and explore their entrepreneurial spirit by combining creativity, innovation and risk taking to help seize an opportunity, improve current situations or solve problems they encounter in the real world.

Learning Outcomes

On completion of this unit learners should be able to:

1. *Understand the terms “entrepreneurship” and “entrepreneur” and techniques used to generate and evaluate business ideas;*
2. *Examine important considerations while developing a new business idea;*
3. *Apply business planning and control initiatives while developing a new business idea;*
4. *Contribute effectively in a team to develop a concept prototype of a feasible product/service idea.*