



BUDPRENEUR BOOTCAMP (ADVANCED)

Practice Problem-Solving with Hands-on Learning of Entrepreneurial Skills

Dear Parents,

Greetings of the day!

We are pleased to announce the Budpreneur Bootcamp (Advanced) for our students, aimed at fostering creativity, problem-solving, and entrepreneurial skills through an interactive and hands-on learning approach. This four-day event will be held at our Sister Concern, The Sparsh Global Business School, Greater Noida from May 22nd to May 25th, 2025.

Event Details:

Day 1: Design Thinking and Prototyping

Objective: Introduce Design Thinking principles and apply them to create prototypes.

Methodology: Concept-building → Activity → Wrap-up/demonstration.

Session Plan: Each team shall work with a mentor (school teacher)

1. Introduction to Design Thinking (45 mins)

- **Concept:** Explain the five stages: *Empathize, Define, Ideate, Prototype, Test*.
- **Activity:** Empathy mapping exercise:
 - Students pair up to map the thoughts, feelings, and needs of a fictional "customer."
- **Wrap-up:** Relate empathy to real-world problem-solving.

2. Problem Definition Workshop (45 mins)

- **Concept:** Use the *How Might We* framework to define challenges.
- **Activity:** Teams brainstorm challenges (e.g., "How might we make school life more fun?").
- **Output:** Teams create clear, actionable problem statements.

3. Ideation and Crazy 8s Game (1 hour)

- **Concept:** Importance of brainstorming and divergent thinking.
- **Activity:** Crazy 8s: Teams sketch 8 ideas in 8 minutes for their problem.
- **Wrap-up:** Teams present and vote on their best ideas.

4. Prototyping Hands-On (1.5 hours)

- **Concept:** Prototypes as tangible problem-solving tools.
- **Activity:** Teams build low-fidelity prototypes with craft materials or simple digital tools.
- **Wrap-up:** Quick presentations on prototypes.

5. Testing and Feedback (45 mins)

- **Concept:** Importance of feedback in refining ideas.

- **Activity:** Peer teams test and review prototypes.
- **Wrap-up:** Reflections on how feedback improved designs.

EVENING: MOVIE “Jobs” on the life of visionary Steve Jobs

Day 2: Lean Business Model Canvas and Product-Market Fit

Objective: Teach students how to structure a business idea and evaluate its market potential.

Session Plan

1. Introduction to Lean Business Model Canvas (45 mins)

- **Concept:** Explain the key sections: *Value Proposition, Customer Segments, Revenue Streams, Key Resources, etc.*
- **Activity:** Fill out a simplified canvas for a familiar product (e.g., a favourite snack).
- **Wrap-up:** Relate the canvas to their prototype.

2. Game: Jenga for Business Building (1 hour)

- **Concept:** Balancing business elements and managing risks.
- **Activity:** Jenga blocks represent business components (e.g., resources, customers). Teams adjust blocks based on scenarios
- Teacher Mentors to oversee their teams.
- **Wrap-up:** Discuss parallels between the game and business.

3. Exploring Product-Market Fit (1 hour)

- **Concept:** Understanding the match between product features and customer needs.
- **Activity:**
 - Teams act as both *customers* and *businesses*.
 - Customers give feedback to improve alignment of product and needs.
- **Wrap-up:** Emphasize customer focus.

4. Team Work on Business Model Canvas (1.5 hours)

- **Concept:** Apply learning to their prototypes.
- **Activity:** Teams complete a Lean Canvas for their prototype.
- **Wrap-up:** Present canvas and receive feedback.

5. Reflection and Discussion (45 mins)

- **Activity:** Students share their biggest learnings.
- **Wrap-up:** Reinforce the value of structured business thinking.

EVENING: Book Review “Built to Sell” written by John Warrilow

Day 3: Treasure Hunt, Financial Literacy and Leadership Skills

Objective: Teach students resource management and basic financial principles through engaging activities.

Session Plan

1. Introduction to Resources and Finance (45 mins)

- **Concept:** Basics of *resources, costs, revenues, and budgeting*.
- **Activity:** Managing allowance money,
- **Wrap-up:** Link financial skills to entrepreneurship.

2. Treasure Hunt: Resource Management (2 hours)

- **Concept:** Apply resource management and budgeting in a game.
- **Activity:**
 - Students complete challenges to earn “resources” (materials, funds, or tools).
 - They use resources to "build" a small product or solution.
 - Teacher Mentors to oversee their respective teams.
- **Wrap-up:** Teams reflect on trade-offs and decision-making.

3. Game: Budgeting Simulation (1 hour)

- **Concept:** Prioritizing spending to maximize value.
- **Activity:** Teams are given hypothetical budgets to allocate across tasks (e.g., marketing, production).
- **Wrap-up:** Discuss how choices impacted their outcomes.

4. The Essence of Leadership (1 hour): Survey & Game

POST LUNCH

5. Final Presentations (1.5 hours)

- **Activity:** Teams showcase their solutions, Lean Canvas, and treasure hunt outcomes.
- **Wrap-up:** Facilitators provide feedback and awards for creativity, teamwork, and problem-solving.

6. Closing Reflection (45 mins)

Activity:

- Students write down one key takeaway.
 - Group discussion on how entrepreneurship principles can apply to everyday life.
 - **Wrap-up:** Motivational talk to encourage problem-solving as a life skill.
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Outcomes:

- **Day 1:** Foster creativity and problem-solving.
- **Day 2:** Teach structure and market-oriented thinking.
- **Day 3:** Instil resourcefulness and financial awareness.

Other Details for Implementation:

- **Facilitation Style:** Light, hands-on, and interactive to maintain engagement.
- **Breaks:** Include short breaks every hour to keep students refreshed.

Program Fee: The program fee is INR 17,500/-

Mode of Fee Payment: Through Online Mode or Cheque (in favour of Swarnprastha Public School)/NEFT (Beneficiary: SWARNPRASTHA PUBLIC SCHOOL, Bank Name: HDFC BANK, Branch Address: Model Town, Sonapat, Account Number: 01911000061520, IFSC Code: HDFC0000191).

Registration Link: <https://forms.gle/WAgM3UTYYqbie7kx5>

Last Date of Registration on above link, Fee Payment & Consent Submission to The Class Teacher: 7 May 2025.

Certifications will be awarded to the participants upon the completion of the program.

So do not miss out on the opportunity and do encourage your ward to participate in the program and let them grow their wings of self reliance!

Best Regards

Team Swarnprastha

SWARNPRASTHA PUBLIC SCHOOL

CONSENT FORM

PARTICIPATION IN BUDRENEUR BOOT CAMP

I, the undersigned parent/guardian of _____, a student of Class & Section _____, hereby give my consent for my child to participate in the Budpreneur Bootcamp in Sparsh Global Business School between 22nd and 25th May, 2025. I understand the educational objectives of this event and agree to adhere to all instructions provided by the school. I also acknowledge and agree that the school will not be held responsible for any unforeseen mishap or accident that may occur during the visit, despite the best possible course of action taken by the school.

Student Name: _____

Class & Section: _____

Parent/Guardian Name: _____

Signature (Parent): _____

Date: _____