



## MODULE 3

# Learning Activity

### Learning Activities



#### Type of Activities

1. Create your own social enterprise - what can you do for your community?
  - a) See the graphic problem tree and draw it in a blank page showing the core problem in the middle, the effects of the problem on the top section, and the root causes underneath.
  - b) I Reflect on the vision and mission of a social enterprise.
  - c) Try to answer the following questions:
  - d) What are the boundaries of the community you want to act upon?
  - e) What groups of people exist in your community?
  - f) Do any of these groups have special needs?
  - g) Who are the leaders and communicators in your community?
  
2. After determining the community and identifying the specific groups and their needs, it is time to investigate the main problems these groups or the community are facing. You can take into consideration the following questions:
  - a) What are the main problems in your community? For example, integration problems, environmental problems, etc.
  - b) What is the most urgent problem?
  - c) What is the problem that gets the most media coverage?
  - d) What is the most challenging problem to solve in your community?
  - e) Which do you think is the easiest to solve?
  - f) Are there any long-term problems?
  - g) Are there any problems that have arisen recently?
  
3. Present your paper to a friend or a colleague.

	<b>Skills Connected</b>	<ul style="list-style-type: none"> <li>• Communication</li> <li>• Problem-solving</li> <li>• Creativity</li> <li>• Initiative</li> </ul>
	<b>Teaching Methods</b>	<ul style="list-style-type: none"> <li>• Visualisation</li> <li>• Brainstorming</li> <li>• Group building</li> </ul>
	<b>Required Resources</b>	<ul style="list-style-type: none"> <li>• Pen and paper</li> </ul>
	<b>Duration</b>	60 minutes

Diagram: Problem Tree

