



epi: ENTREPRENEUR
PATHWAYS, INC.



Connecting
Creativity, Innovation &
Entrepreneurship

 entpathways.com



What We Do

Developing Tomorrow's Leaders, One Classroom at a Time

Entrepreneur Pathways aims to inspire and empower students and educators through project-based learning. Our goal is to encourage young minds to take action and transform their creative ideas into reality. We have fulfilled this mission since 1999 by providing engaging, relevant, and hands-on learning curricula through training pathway programs that foster creativity, innovation, and entrepreneurship.

Research shows that participating in project-based learning has a positive impact on students, including increased desires to become lifelong self learners, greater awareness of career opportunities, and increased self-efficacy (Hsu, Shinnar, & Powell, 2014; Fayolle, Gailly, and Lassas-Clerc, 2006; Lo, Sun, & Law, 2012).

In addition to boosting self-efficacy, project-based education enhances important skills like communication, leadership, and business literacy (Duval-Couetil, & Long, 2014). It also teaches students how to adopt an entrepreneurial attitude, making them more adaptable to changes in society and the market.

Why Entrepreneur Pathways?

Entrepreneur Pathways offers cutting-edge and dynamic K-12 curricula that seamlessly integrates **Creativity, Innovation, and Entrepreneurship**. We collaborate with schools to create tailored learning experiences that align with their goals and objectives. Through experiential learning, we empower students to solve real-world problems and develop essential skills that prepare them for future success. Our aim is to inspire a love of learning in students and transform them from passive learners into active, engaged individuals who are eager to take on any challenge.

Project-Based Learning

Our goal is to reshape the conventional classroom into a dynamic learning studio where students take ownership of their education. Our **K-12 programs** facilitate students in exploring their interests, finding solutions, and building the necessary skills for future success. Our ultimate mission is to revolutionize education and empower students and educators to unlock their full potential with customized and engaging curriculum pathways.

We acknowledge the significance of providing teachers with the resources they require for success. Our adaptable **Project-Based Learning Modules (M)** and tailored **Full Year Courses (Y)** come with comprehensive tools and resources, including lesson plans, instructional videos, project materials, so teachers can deliver engaging and effective learning experiences. By implementing our program, teachers become mentors and learning coaches, transforming education into an enjoyable and stimulating experience for both students and educators.

Curricula Paths

Creativity Path for K-5

- Young Creatives (M)
- Creative Thinkers (M)
- Creative Kids (M)
- Inventive Thinkers (M)
- Inventive Kids (M)
- Powering Motion (M)
- Make It Fly (M)
- Creative Force (M)
- Sail Away (M)

Innovation Path for 6-8

- Renewable Energy (M)
- Weather and Climate (M)
- Innovation Fitness (M)
- Innovation Methods (M)
- Design Thinking (M)
- Make a Movie (M)
- Global Adventures (M)
- Design Your Dream Home (M)

Entrepreneurship Path for 9-12

- Financials for Startups (M)
- Ideal Feasibility (M)
- Funding and Pitching Your Idea (M)
- Modeling Your Venture (M)
- Idea2Venture (M)
- Entrepreneur Skills (Y)
- Entrepreneur Journey (Y)
- Entrepreneur Mindset (M)

M-Module | Y-Full Year

The Pathway Method

Our Method combines knowledge with practical application across three learning paths: **Creativity**, **Innovation**, and **Entrepreneurship**. This approach provides students with a unique opportunity to tackle problems with fresh perspectives and develop innovative solutions.

Adopting a mindset centered around Creativity, Innovation, and Entrepreneurship is not only useful for science, engineering or business-related pursuits. It can also help students thrive in academic settings, improve their educational attainment and performance, and make them more attractive to potential employers (Kuratko, 2020). In today's rapidly changing world, this mindset is particularly critical for recognizing opportunities amidst chaos and confusion.

By equipping young learners with the necessary mindset, skills, and tools to solve problems effectively, we're not only helping them achieve their own goals but also contributing to economic growth through job creation, improved well-being, and a better quality of life.

	Mindset (m)	Skills (s)	Tools (t)
Creativity (c) Path	Understanding how creativity is used to solve problems along with its application in everyday life and in business. (cm)	Ability to apply methods and tools used to develop creative solutions to problems. Creativity tools for individuals and groups. (cs)	Demonstrate the ability to use tools and methods to apply to everyday problems. Evaluation of creative outcomes. (ct)
Innovation (i) Path	Concept-based learning of how innovation leads to improvements in products, services, and addresses societal needs. (im)	Use of techniques for evaluating limitations and needs for improvement in products and services. (is)	Project-based applications to create prototypes and new solutions to improve problems. (it)
Entrepreneurship (e) Path	Understanding the methods of the entrepreneur including mindset, opportunity evaluation, and the creation and growth of a business. (em)	Build skill competencies in vision, leadership, communication, team building and networking. (es)	Field work with potential customers, competitors, suppliers, and professional services, moving from the idea phase to the launch of a business. (et)



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Entrepreneurship Path for 9-12

Curricula designed to be interactive and engaging, teaching foundational business principles and methods that enable students to apply their newly acquired knowledge to solve real-world problems with innovative solutions.



Innovation Path for 6-8

Applications of Design Thinking to real world problems that will build skills and competencies to uncover solutions.

Students learn the principals of rapid prototyping and the methods of "test and retest" commonly used by inventors.



Creativity Path for K-5

STEAM-based curricula utilizing creativity and innovation to apply scientific knowledge to solve real-world challenges. Comes with complete sets of ready-to-use materials.





What's Included?

We empower educators with all the necessary resources to bring entrepreneurship education to life in their classrooms. Our **teacher-ready supply bins** are conveniently and directly shipped to your school and include materials for up to 30 students for each grade level. The supply bins, along with our Teacher Lesson Plans and Inventor Logbooks, feature engaging and interactive activities that align with **NGSS, ELA, Math Practices, and Common Core Standards.**

To further support teachers, we offer a comprehensive **Teacher Handbook** that guides them through each activity and provides opportunities for students to expand their thinking. Our Project-Based Learning Programs take the guesswork out of using the materials, allowing teachers to focus on facilitating the learning process. For more advanced STEAM curricula, we also provide **Inventor Logbooks** and instructional videos to assist students on their entrepreneurial journey.

Our curriculum aligns with ELO grants, Title I, Title III, Title IV, or LCFF Supplemental Concentration funds, making it a **practical and affordable option** for schools to implement.



The Creativity Path for K-5

Active project-based learning is the most effective way to instill a love for science and a passion for problem-solving. Our Kids Invent! curriculum is **STEAM-based** and designed for K-5 students. It provides an exciting and engaging journey through a variety of creative activities and lessons that inspire students to apply their scientific knowledge in real-world contexts.

As they construct toys and engage in hands-on experimentation, children are able to exercise their creative thinking skills and apply scientific concepts. Through this process, they develop the ability to express their ideas through tangible creations and acquire valuable skills that will prepare them for more complex challenges.

Creativity Path for K-5

- Young Creatives (M)
- Creative Thinkers (M)
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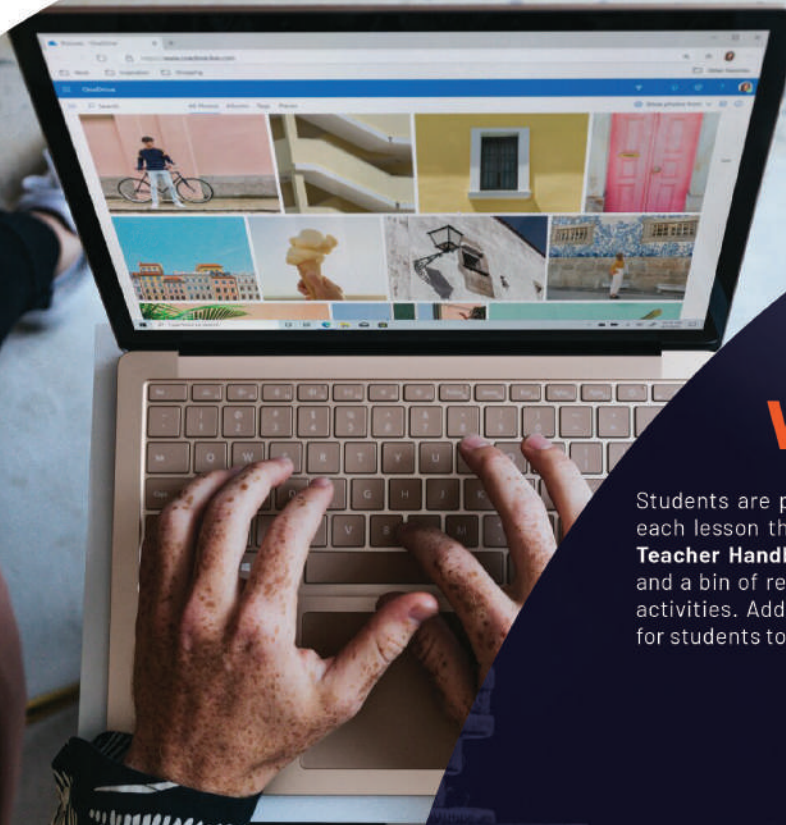
The Innovation Path for 6-8

The Innovation Path program is designed to align with **Common Core** and **Career Ready Practices standards**, emphasizing the application of rapid prototyping and design thinking. Through a series of challenging lessons, students are empowered to develop essential skills needed for innovation and problem-solving.

The program focuses on **science, engineering, and business**, where students learn to strategize and solve real-world problems while honing their design and critical thinking abilities. In each activity, the classroom is transformed into a design studio, encouraging students to think creatively and discover novel solutions. The learning environment is engaging, fun, and geared towards helping students apply science and innovation principles effectively.

Innovation Path Curriculum for 6-8

- Renewable Energy (M)
- Weather and Climate (M)
- Innovation Fitness (M)
- Innovation Methods (M)
- Design Thinking (M)
- Make a Movie (M)
- Global Adventures (M)
- Design Your Dream Home (M)



What's Included?

Students are presented with a series of team challenges in each lesson that will require innovative thinking to solve. A **Teacher Handbook**, containing comprehensive lesson plans and a bin of required supplies, will accompany the hands-on activities. Additionally, **Student Workbooks** will be provided for students to document their progress and efforts in finding solutions to the challenges.



Entrepreneurship Path Curriculum for 9-12

- Financials for Startups (M)
- Ideal Feasibility (M)
- Funding and Pitching Your Idea (M)
- Modeling Your Venture (M)
- Idea2Venture (M)
- Entrepreneur Skills (Y)
- Entrepreneur Journey (Y)
- Entrepreneur Mindset (M)

What's Included?

All of the Modules (M) and Full Year (Y) curricula are available in print or online. Modules are ideal to include in your current course to provide insights into specific topics related to the entrepreneurial experience.

All curricula include a **Teachers Handbook** with complete lesson plans and **Student Workbooks** with readings, worksheets, and projects. The materials provide high school students with the knowledge and tools on how entrepreneurs think, act, and solve problems on their journey to success.

The Entrepreneurship Path for 9-12

The Entrepreneurship Path is designed to help students discover the power of entrepreneurship and equip them with the skills and knowledge they need to turn their ideas into successful businesses. Our comprehensive curriculum covers the fundamentals of business and teaches students the skills and tools used by today's successful entrepreneurs.

In **Entrepreneur Skills (Y)**, students delve into the thinking and approach of entrepreneurs, learning how they develop the essential skills of vision, pitching, leadership, team building, and networking. The curriculum is project-based, offers students hands-on experience in the practice of entrepreneurship and provides a solid foundation for a future career in business or the nonprofit sector.

The **Entrepreneur Journey (Y)** full year curriculum equips students with the tools needed to validate an idea and develop a business model, taking them to the next level of entrepreneurship. Our program also offers additional modules on specific topics such as finance, feasibility, and pitching ideas to investors.

Entrepreneur Skills (Y) and Entrepreneur Journey (Y) are available in print or online.



Teacher Workshops

Ingenuity

Transform your teaching with our Ingenuity Workshop, where you'll learn hands-on techniques that you can immediately use in your classroom. Our workshops focus on project-based learning, critical thinking, communication, and collaboration. With the Ingenuity methodology, you'll engage your students and help them transform content into understanding.

After the workshop, you'll see your students come alive as they work in small groups to solve science and engineering problems with measurable results. We'll also provide you with science and engineering activities that you can bring back to your classroom, where you'll see students improve their learning by identifying multiple solutions, building physical models, testing models, evaluating results, and reporting their findings.

You can attend one of our scheduled training sessions or schedule a workshop at your school.

Master Teacher Certificates are also available to recognize your dedication to providing engaging and meaningful learning experiences for your students.

Engineering Creativity

Bring creativity to the forefront of your classroom with the Engineering Creativity Workshop. You'll be immersed in the innovative teachings of Professor Ed Sobey, PhD, who brings his expertise as the founding director of the USA National Inventors Hall of Fame, co-founder of Kids Invent!, and author of 31 books, to inspire you and your students.

In this workshop, you'll learn how to incorporate creativity and innovation into your courses and reduce your preparation time while enhancing students' understanding. Your students will take ownership of their learning and develop inquisitive, entrepreneurial mindsets. This hands-on experience will challenge you to step outside of your comfort zone, while also making the experience enjoyable for both you and your students.

No prior preparation is necessary as Professor Sobey will guide you through the process of engineering creativity into your courses. The workshop can be scheduled for one or two days, allowing you to fit it into your busy schedule.





The Next Step

If you're ready to bring entrepreneurship curricula that fits the unique needs of your students and meets your school district's goals, contact us to schedule a consultation.

Whether you want to start off with our Full Year curriculum or select one of our Modules to include into your current offerings, we're here to guide you and answer any questions you might have.

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Contact Us

DR. TIMOTHY M. STEARNS

Dr. Stearns, the founder and CEO of Entrepreneur Pathways, Inc., is a global leader in entrepreneurship education. In collaboration with thought leaders from around the world, he has built a library of creativity, innovation, and entrepreneurship curricula that inspire young adults by providing them with the tools they need to create, invent, and launch their inspirations.



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