

Details of the activity

Date and time: 13th December, two options:

1. 11:00–12:00 CET Sweden / 12:00–13:00 EET Finland
2. 12:20–13:20 CET Sweden / 13:20–14:20 EET Finland

Duration: Session 60 minutes (+pre-task during own time)

Requirements: Laptop for each participant, a space (e.g. classroom/meeting room) for participating at the school and hopefully possibility to divide into smaller spaces to do group works.

Language: English

Platforms: Online meeting in Microsoft Teams / collaboration on Miro

Participants: Boden: 12 students (4 UF companies), Oulun normaalikoulun lukio: 4-8 students (to be confirmed)

Concept of the activity:

We organize an interactive **Business Challenge Clinic** where UF-year students from Björknäsgymnasiet Boden bring different challenges or topics related to their student companies to be solved during the session. The students from Oulun normaalikoulun lukio take an active part in brainstorming and developing solutions with the students from Björknäsgymnasiet.

Miro board: You can view the Miro board here (NOTE: it is still a work in progress!):

OUTLINE

Pre-task:

For students from Björknäsgymnasiet:

1. Prepare a short (max 5 minutes) presentation about their company. This can be a translated version of their business pitch.
2. Think about a challenge related to their UF-company, which they would like to brainstorm and develop solutions in the workshop. The challenge should be something that the Finnish students can be expected to take part in solving without very detailed and specific knowledge beforehand. This is filled into the Miro board before the session.

3. Fill into Miro any additional material about their UF company, which can help the Finnish students prepare themselves. This can be for example a social media page, website of their company or a photo of their product/service.

For students from Oulun normaalikoulun lukio:

1. Read the challenges, descriptions of companies and any additional material before the session.
2. Prepare questions for the Swedish students about their companies and challenges. These questions should be aimed at getting more specific information that helps in solving the business challenge.

Session (60 min):

1. Ice breaker activity: Filling out the *get-to-know* flower in mixed groups of 4 people
2. UF Company presentations + questions (max 5 min presentation + questions)
3. Brainstorming solutions individually/pairs – goal is to create as many ideas as possible
4. Checking ideas and choosing the best ones
5. Developing 1-2 solutions further
6. Presentations of solutions