

Evaluation Checklist – Scholastic section

The Scholastic section of the OSEntreprendre Challenge supports the development of a spirit of entrepreneurship by shining the spotlight on students who carry out entrepreneurial initiatives.

Whether they make an upcycled product in elementary school or launch a new app in university, young people claim a piece of the action and a voice to make decisions, in partnership with school staff. Entrepreneurial experimentation, the second level of Education Through Entrepreneurial Spirit in Schools, has positive impacts on student development by contributing to entrepreneurial culture, student perseverance and educational success, personal satisfaction and growth, and career guidance.

Project title:					
Evaluation criteria:		+	±	-	
Nature of the project	The original purpose of the project is clearly identified and contextualized (situation, need, problem it sought to solve or gap it sought to fill).	5	3	1	/20
	The target clientele is not limited to the students, and is clearly described.	5	3	1	
	The product, service or event directly responds to and stems from the purpose of the project.	10	6	2	
Process	The project idea is the result of a student initiative.	5	3	1	/20
	All completed and upcoming steps are clearly presented.	5	3	1	
	The students actively participated in decision-making throughout the project.	5	3	1	
	Students took ownership of the project by organizing, planning, sharing and executing tasks.	5	3	1	
Mobilization	One or more resources were involved in carrying out the project (e.g. school staff, another class, family, funding partners, members of an organization).	5	3	1	/10
	The contribution of these people is relevant to the project.	5	3	1	
Benefits	The project has positive benefits (anticipated or not) for the <u>target clientele</u> (e.g. behavioural changes, skill building).	5	3	1	/15
	The project was deployed among or had an impact on a <u>larger public</u> than originally planned (e.g. the project received visibility in the media, had an impact on families and/or the community).	5	3	1	
	The project allowed students to cultivate concrete entrepreneurial qualities/values (e.g. responsibility, autonomy, creativity, leadership, organization, perseverance, team spirit).	5	3	1	
Reach	The project opens the door to future development or has led to a second or third production (e.g. writing a book (initial production), adding a book fair (second production), adding writing workshops (third production)).	5	3	1	/10
	In light of the students' age, profile and potential, as well as the difficulties encountered and the overall context, the project presents a certain level of complexity and challenges to overcome.	5	3	1	
Innovation	The project creates something new or effects change in a community.	5	3	1	/10
	The students have demonstrated creativity in the way they met client needs, marketed the product, service or event, organized themselves or dealt with the unexpected.	5	3	1	
Assessment	The jury's overall assessment is based on the quality of the project.				/15
TOTAL	<i>Reminder – In order for a project to be eligible for a prize, the jury must have given it a minimum grade of 60%.</i>				/100

*Note: For projects that participated in a previous edition of the OSEntreprendre Challenge, jury members should take into consideration the project's implementation during the current school year.

Jury comments and observations
