Tell me and I forget, teach me and I may remember, involve me and I learn

BENJAMIN FRANKLIN
At Fundación Entrepreneur, we work every day making learning and innovating always entertaining.
A bit of history

Eight years ago, there were three concerns that were in our heads: What would happen if everyone learned to undertake? What if we all managed our personal finances better? What if we were better citizens? Common problems, which we were not taking care of.

We fell in love with the challenges linked to the aforementioned problems, because we believe they are the mobilizing motors of individual freedom and necessary to create, finance and implement dreams and projects that are a contribution to the common good.

How do we put this into practice? We design and implement programs that promote the use of games in classrooms. We address relevant topics for current challenges: entrepreneurial talent, financial literacy, social sense and citizenship. Along with this, we co-developed the book “Playful mindset: to create, educate, undertake and innovate”, where we share our know-how in all these years.
Why Learn by Playing? Because if there are emotions, there is learning and every time we play, emotions are awakened in us, self-confidence is fostered, divergent thinking develops and reduces stress, which increases learning, thus developing the skills that allow us to reach the best version of ourselves and move in this century.

We are committed to enhance the talent of each person, contributing the formation of integral human beings according to the challenges of the 21st century.
During the last years, in Fundación Entrepreneur we have achieved alliances and support from recognized educational institutions worldwide. In 2019, the alliance was created with the Tampere University of Applied Sciences in Finland. That same year, the University of Cantabria gave us its support and since 2018 we have had the support of the Global Competitiveness Leadership program at Georgetown University.

In addition, in 2017 we were awarded the Global Competitiveness Leadership Program Seal to the learning community AprendoJugando.com delivered by Georgetown University.
“Sponsor a teacher: play & learn financial literacy”

Project Fundación Entrepreneur
The problem that challenge us

In Chile, the average household debt is 75%, and in turn, 69.6% of teachers assured that they had not received in their training knowledge to teach about financial education, and 7 out of 10 have learned these subjects informally. (PUC's, Public Policy Center).

Those with financial literacy understand financial concepts better, budget, and save more. Today in Chile, there is an inequality gap regarding the management of personal finances.

That people learn to make adequate decisions regarding money management and relationships with financial institutions is a way to open up opportunities and equity.
What do we propose?

This project provides teachers with tools and training so that they can bring these topics to the classroom, in addition, doing it in an entertaining way and incorporating an element such as wellbeing.

Financial education can make a difference in the lives of children and young people in their daily decisions and even more so in their adult life, and when resources are scarce, these types of decisions can make the difference between overdeduction or improving their quality of life.
How will we do it?

- Through this initiative, a teacher is given concrete tools to achieve learning in financial education issues.

- This project will train 30 teachers who will have all the material and knowledge to transfer this knowledge to 3000+ students, in order to provide them with better tools for their lives.

Board game: FinanCity Bilingual + Training Pedagogical / technical + Digital platforms + Mobile App “Learn by playing” = Knowledge in Financial education