



Lets Light Up the ND State Fair with Your Bright Ideas!

The Bright Ideas Showcase and Contest is open to all students that were in grades three through middle school during the 2009-10 school year.

Take your invention/business idea to the next level! Projects will be showcased during Co-op Day at the ND State Fair on July 28, 2010. A team of judges from the Minot, ND Chapter of SCORE will review the projects and score them based on originality, visual presentation, student initiative and the accomplishment of the state goal, problem, or objective.

Cash prizes will be awarded in a Business Idea and Invention category for each grade level. Prizes will also be awarded for projects that show an innovation in energy, agriculture, or technology.

Visit www.MarketplaceForKids.org
for more information!

TO JOIN US OR FOR MORE INFORMATION, PLEASE CONTACT:

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Marketplace for Kids is a member of, and is collaborating with, the Consortium for Entrepreneurship Education to define National Entrepreneurship Education Standards and to present a plan for providing entrepreneurial education programs to all Americans.

*Marketplace for Kids is a program of:
Marketplace of Ideas/Marketplace for Kids, Inc.,
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www.MarketplaceForKids.org

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Marketplace

for



Educating Emerging Entrepreneurs
Grades Three through Middle School

www.MarketplaceForKids.org



Marketplace For Kids Educating Emerging Entrepreneurs

Marketplace for Kids is an exciting program designed to help students develop the skills and gain the knowledge needed to start and grow new businesses. Research shows that students perform better in schools that embrace entrepreneurial education.

Through Marketplace for Kids, students will have progressively challenging educational experiences and opportunities that will enable them to develop expertise, to see opportunities around them, and to take advantage of creating their own businesses successfully when those opportunities occur.

It's easy to get your students started in Marketplace for Kids!

The components of the program include:

■ Learning Guide/ Benchmarks & Standards:

The Learning Guide, available free-of-charge, provides ideas, information, and lesson plans to encourage innovative thinking and develop problem solving skills. From entrepreneurship to volunteerism, there are a multitude of activities designed to engage and inform students, and help them discover ways to display and protect their ideas and concepts. The Learning Guide can be used in its entirety or by section, depending on the students' interests and abilities. The Learning Guide is available online at www.MarketplaceForKids.org.



The Benchmarks & Standards document introduces entrepreneurial education into a classroom using the Learning Guide. This document shows how the program meets the North Dakota language arts, mathematics, science, social studies and technology standards and benchmarks for grades 4, 5, and 6. It also meets requirements for National Content Standards for Entrepreneurial Education and National Educational Standards.

■ Outreach Training for using *The Guide*

Classroom teachers, youth leaders, parent-teacher organizations, parents and other interested individuals can request this free training.

■ Classroom Visits

Give your students a glimpse into the adventures that await them at Marketplace for Kids by inviting Marketplace staff to do a 45 minutes session entitled "Yes, You Can Invent or Start a Business... You Can Be an Entrepreneur!"

Don't wait! Explore www.MarketplaceForKids.org today and see what a difference the Marketplace for Kids program can make for your students!



VISION:

Marketplace for Kids believes that youth are prospective skilled, innovative people who will continue to power a diversified, vigorous economy. Our vision is for every student to receive entrepreneurship education and encouragement to become a lifelong partner in building a stronger community.

MISSION:

To encourage youth to explore entrepreneurship and self-employment through recognition and development of their inventive, creative thinking and problem-solving skills.

VALUES:

RESPECT ~ The inherent worth, well-being, and dignity of all people.

DIVERSITY ~ Understanding and celebrating the social and economic value of cultural diversity.

STEWARDSHIP ~ Sustainable care of all resources for the good of this and future generations.

COMMUNITY ~ The coming together of people committed to work for their common betterment through the development of their highest skills and fullest potential.

INTEGRITY ~ The adherence to moral and ethical principles that promotes soundness of moral character and honesty.

GOALS:

- To promote and cultivate youth entrepreneurship.
- To provide entrepreneurship education and career exploration to youth with support and mentorship from business and community leaders.
- To encourage youth to develop their own entrepreneurship project (i.e., business/invention model) and showcase their project at an Education Day.
- To engage youth in learning about or practicing entrepreneurship.
- To raise awareness of self-employment as a viable career option.
- To assist youth in developing attributes and skills associated with entrepreneurs, including creativity, innovation, self-confidence, planning, and risk-taking.
- To motivate youth to pursue further study, exploration, and consideration of entrepreneurship.

◆ Marketplace for Kids Education Day:

The first Marketplace for Kids Education Day, held in Jamestown, ND, in 1995, drew 600 participants. Since then, the program has grown to nine locations in 2009, with nearly 13,000 participants. Elements of the Education Day include:

- ◆ **Project Presentations:** Students present and showcase their entrepreneurial projects (business/invention model). Our student inventors, innovators and entrepreneurs are scheduled to be at their project for part of the day to discuss their projects with other students and interested visitors. All project students receive a participation ribbon, which is presented by a business/community leader.
- ◆ **Classes/Activities for Students:** Short, hands-on classes/activities are designed to help students explore career fields, develop self-employment skills, explore new technology and discover entrepreneurship. All presenters are available to answer questions and provide technical assistance throughout the year.
- ◆ **Education/Information Exhibits:** Local, state and federal agencies, non-profit organizations and private sector businesses are invited to have educational exhibits. All personnel are asked to answer questions and provide technical assistance.