Section 20: You are Invited to Participate!

Marketplace for KIDS

Educating Emerging Entrepreneurs

Attend the Education Day of Your Choice!

Pages 20-1 to 20-5

www.MarketplaceForKids.org

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Young people are eager to find ways to explore the 21st Century world of work, earn money, showcase their inventiveness and join in efforts to help their community.

Marketplace for Kids is an educationally stimulating collection of projects, short classes and other educational activities. Students (and adults) can explore hundreds of tabletop displays that showcase innovation and problem-solving projects developed by students and/or classrooms. In addition, students can choose from numerous "mini-classes" offered. All students will pre-register for the classes of their choice.

With a modest amount of planning and preparation, teachers, parents, and youth leaders can guide students to develop a project and attend a **Marketplace for Kids Education Day**. The day promises to be one of the most memorable learning experiences of their young lives.

Marketplace for Kids isn't only for students. While the students are busy investigating and taking notes, the adults can spend the day enjoying the projects and attending "mini-classes" with their students.

STUDENTS MAY PARTICIPATE IN TWO WAYS ~

- ***By showcasing a project, attending classes, and participating in activities; or***
- ***By viewing projects, attending classes and participating in activities.***

Classes are available to all participants. Students who exhibit (projects) will be assigned a specific time to showcase their project. When they are not with their project, they will be visiting other projects or attending the classes of their choice.

All students are encouraged to come and spend the day! The experience of **Marketplace for Kids** has greater value when a student can visit all of the projects, attend the classes of their choice through the class pre-registration process, and participate in other **Marketplace for Kids** activities.

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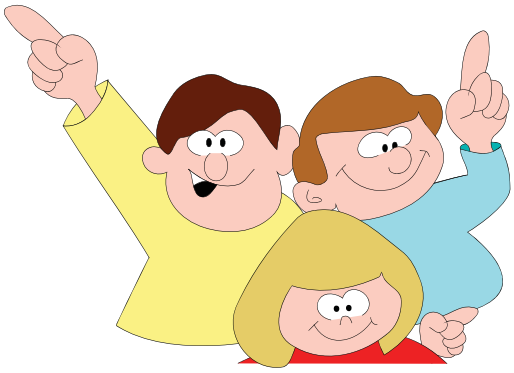
The Leadership Teams recommend one chaperone per eight students!

Invite parents, grandparents, and community leaders to help you!

Display Projects:



Projects are displayed on table tops. Our young inventors, creators and entrepreneurs are encouraged to be available to discuss their projects with students and other visitors. Since some youth projects involve the manufacture and sale of products, students may want to bring a supply of samples for display only.

Food Sampling and Selling products is not allowed.

Show And Tell:

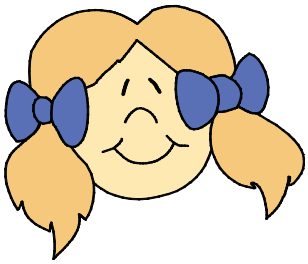
The principal purpose of **Marketplace for Kids** is to display and describe kids' projects and to share ideas.

Showcase Projects Like These!

Inventions, Innovations and Crazy Contraptions
Adventures in Agriculture and Using our Renewable Resources
Student Operated Businesses
Volunteerism
Uses of Technology
New Project Ideas
Creative Problem Solving for Your Community
Other ~ Be Creative!!!

Organize Your Class Experience

Marketplace for Kids is the **ULTIMATE** class experience for all ages!
Visit projects and attend classes!



Get mom and dad to team up to bring kids! And, of course, the yellow school bus is always available for an outing. You can also check with local economic development groups and agencies. They might be able to come up with a little money for gas and snacks. It's a great show of encouragement and team-building.

Show Your School Spirit!

Wear your school colors to easily identify your students!

Short, Fun Classes!

All classes are 30 minutes in length. Class schedules and on-line registration for classes will be available approximately six weeks prior to your region's Education Day. Class information will be available on-line at **www.MarketplaceForKids.org**.

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Education Day Guide:

Each **Marketplace for Kids Education Day** will have a complete guide for each student.

The Education Day Guide includes the following:

- *Complete Schedule of Activities*
- *Class Schedule, Description and Presenter Information*
- *Project Guide, which includes:*
  Project Name, Student Name(s) and School
- *Detailed Facility Maps, and*
- *Other Important Information.*

A sample of an Education Day Guide is part of the Marketplace for Kids Learning Guide.

Food Service:

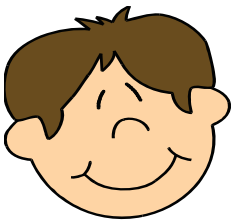
Food service information for your region's Education Day will be on the web site and will be included in your confirmation packet.

Report Cards:

Student Report Cards and Teacher/Adult Volunteer Report Cards will be distributed to everyone participating in an Education Day. The Report Cards are used as an evaluation tool for the day.

Guidelines for Parents, Chaperones and Teachers: See Page 20-4

Guidelines for Students: See Page 20-5



More Information:

Thirty days prior to each Education Day, **Marketplace for Kids** will publish, on-line, complete details of the day, including the class schedule, maps, and other important information.

Marketplace for Kids believes that every child who learns, grows and benefits by participation is a winner.

Marketplace for Kids is a day for youth to enjoy learning, creating, exchanging ideas, and developing a sense of accomplishment.

www.MarketplaceForKids.org

Guidelines of Participation: Teacher, Chaperone & Parent

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Upon arrival, pick up programs, bags, and pencils for all your students and chaperones!

Marketplace for Kids recommends 1 Teacher/Chaperone/Parent for every 8 Students!

It's Important To Remind Your Students To:

- Wear their name badge over their heart at all times
- Stay with their Chaperone/Group and follow their class and lunch schedule as printed on their name badge.
- Eat in designated areas only.
  Food and drinks are not allowed on the project floor or in the classrooms.
- Move quietly between classes.
- Be on their best behavior at all times.
  Students unchaperoned causing a disturbance will be moved to the Volunteer Center and their school principal will be notified.
- Turn ***OFF*** all cell phones.

Remember To:

- Be attentive during the Opening and Closing Rally. Follow the seating directions of the ushers.
- Be respectful to everyone. ***DO NOT TOUCH*** any projects unless given permission.
- Take good care of your possessions, clean up after yourself, and use the provided trashcans.
- Complete your teacher/chaperone/parent survey.
  Teachers, please forward all surveys and student report cards to Marketplace for Kids.
- Thank all of those who have volunteered their time and helped you throughout the day.

Need Help?

- Stop by an Information Center or ask an usher/guide.
- ***If you have an emergency,*** go to the Volunteer Center. Someone will be in the Volunteer Center at all times.

If you would like to hold an orientation session with your students upon arrival, please feel free to use the seating in front of the stage.

Thank you for your help!

Updated 10-5-09

Guidelines of Participation: Students

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- Take good care of your possessions, clean up after yourself, and use the trash cans provided.
- Complete your report card and return it to your teacher.
- Thank all of those who have volunteered their time and helped you throughout the day.

Need Help?

- Stop by an Information Center or ask an usher/guide.
- ***If you have an emergency,*** contact your teacher, chaperone, or parent.
  In the event you cannot find your teacher, chaperone, or parent, go to the Volunteer Center. Someone will be in the Volunteer Center at all times to help you.

Thank You for Participating! Have a Great Day!