



Marketplace for Kids Igniting the Spirit of Innovation 2016 Class Syllabus

Instructors: Marketplace for Kids Staff and/or Regional Leadership Team Chairs.

Objectives: This class is for teachers and any others who are interested in learning more about **Marketplace for Kids** and the innovation opportunities it provides for students, particularly students in grades 3-8. The course will provide a background for the **Marketplace for Kids** program, including an overview of the resources, activities, and teaching strategies.

Graduate Credit: 1 semester hour - **Marketplace for Kids** will reimburse the cost of one credit upon completion of the course.

North Dakota Multi-Campus Professional Development Credit will be available through the University of North Dakota, North Dakota State University or Minot State University - \$50/credit (See the **Igniting the Spirit of Innovation 2016/Professional Development Credit** handout for more specific information about applying for credit.)

The participant will receive a Satisfactory/Unsatisfactory (S/U) grade at the completion of the course.

Dates: Dates will be arranged with school districts. Class assignments, due dates, and how to submit assignments will be discussed in more detail during the initial introductory class. Final assignments are due no later than one week following the session end date.

Method: Class instruction will consist of an introductory session that includes information on the background and history of **Marketplace for Kids**, entrepreneurship, inventivity (the power of creative imagination), the **Marketplace for Kids** website (www.marketplaceforkids.org), the online learning site (*an invitation to join this site will be emailed to you following the initial Introductory Class*) as well as other resources available for exploration, discovery and teaching. The resources and activities are aligned with ND Standards and Benchmarks and the National Entrepreneurship Education Standards.

Class Outline:

Introductory Class: 3 hours (face-to-face and online)

½ hour – Introductions and background of the **Marketplace for Kids** program for students.

1 hour- Using **Marketplace for Kids Project Learning Guide** activities in creative problem solving, entrepreneurship and the various areas of opportunities for student projects.

1 hour- Connecting specific activities to the Standards and Benchmarks in all areas. Discuss participant expectations for submitting an original lesson plan of implementation and review of what needs to be submitted upon completion of the course.

½ hour – Q & A Session, sharing of ideas and concerns.

In-Class Presentation by Marketplace for Kids Staff: 2 hours

Topics covered will be preparation for the Marketplace for Kids Education Day, the elements needed for projects, Standards and Benchmarks and specifics on the display board presentation. This will be followed by a student and teacher question and answer session.

Classroom Documentation of Implementation: 3 hours

Participants will document at least 3 hours of direct contact with students, teaching them and providing support in their quest for completion of their innovative projects while meeting the appropriate Standards and Benchmarks. **Participants will submit at least one original lesson plan to Marketplace for Kids.** The lesson plans are due no later than one week following the session end date, but may be submitted earlier based on activities the teachers will have designed to help their students prepare for their innovative projects. These activities will be placed as an addition to the Project Learning Guide as it is revised for the following year.

Marketplace for Kids Education Day: 7 hours

Participants will attend and participate at the Marketplace for Kids Regional Education Day of their choice. This day is filled with classes and many opportunities to share teaching ideas with each other as well as **Marketplace for Kids** personnel. **Participants will attend 4 sessions instructed by business, industry, and campus faculty** relating to all aspects of careers and innovation and **review five projects of students of different schools.**

Participants will complete their evaluations of each learning experience as well as evaluate their goals for this year and set new goals for the next year's participation.

Total Instruction Time: 15 hours

Documentation, lesson plans and Education Day evaluations will be submitted at the completion of the project, no later than one week following the session end date.

Resources:

The **Marketplace for Kids** resources located on the website at www.marketplaceforkids.org will be the focus of this course. This includes:

- **The Marketplace for Kids Project Learning Guide** which contains the background on **Marketplace for Kids**, entrepreneurship, problem solving, creative thinking and activities to be used in the following areas:
 - Participation in **Marketplace for Kids** Education Days
 - Entrepreneurship
 - Inventions, Innovations & Crazy Contraptions
 - Adventures in Agriculture
 - Volunteerism
 - Career Exploration
 - Technology Challenge
 - Innovation in Art and Literature

The resources also include an appendix containing other resource books and websites that provide additional information for helping students learn and prepare their creative projects.

Marketplace for Kids activities are aligned to national and ND Standards and Benchmarks and to the national standards for National Entrepreneurship Education.

Background Information:

Background information on **Marketplace for Kids** will be provided, highlighting the regional Education Days and the summer **Bright Ideas** program. There is continued development of the **Marketplace for Kids Project Learning Guide** and related **Marketplace for Kids** information.

Activities:

Participants will review and learn new brainstorming techniques, creative problem solving techniques and inventive mind attributes.

Participants will be introduced to entrepreneurship skills and individual career goals with emphasis on helping students plan and prepare an original innovative project.

Participants will actively engage in sample activities as outlined in the Marketplace for Kids Project Learning Guide. This is a hands-on learning experience for participants with full participation of all involved. Participants assess their knowledge of State and National Standards and Benchmarks in the area of Entrepreneurship.

Integration of Standards and Benchmarks:

Marketplace for Kids has a complete form containing the appropriate Standards and Benchmarks posted on the website. Generalized Standards are listed below:

- Math:** Data collection, measurements, statistics.
- Science:** Laws of Physics and applications; Problem solving as related to creating an invention and making a model or mock-up of an original innovative project.
- Language:** Students will research, keep a journal, upkeep records, and explain projects to community members.
- Social Studies:** Students will research the background of different inventions and inventors, and explore regional differences in needs and tastes in regard to innovative projects.
- Technology:** Students will use the Internet to locate resources, information and communicate with others.
- Visual Arts:** Students will sketch diagrams and creatively visualize their innovative projects.
- Performing Arts:** Students will create an advertisement piece for their innovative projects. These projects may also be an original musical composition, sharing a poem, story, or other literary genre.
- Evaluations:**
- Participants will:**
- A. Attend the Introductory Class and In-Class Presentation as will be documented by Marketplace for Kids staff on a sign-up sheet at each session.
 - B. Document three hours of direct contact and submit a lesson plan explaining how they utilized the **Marketplace for Kids Project Learning Guide** and the Standards and Benchmarks in the classroom. This information will also be published in the Project Learning Guide and on the **Marketplace for Kids** website for future use. A Sample Lesson Plan outline will be provided.
 - C. Attend four **Marketplace for Kids Education Day** classes given by business, industry and college faculty.
 - D. Review at least five projects presented by students from different schools. Evaluate the student projects that include the display

board as outlined in the “How to Prepare and Show Your Project/Build a Display Board” section of the **Marketplace for Kids Project Learning Guide**. Evaluated projects must include a prototype or model of the student invention.

- E. Participants will complete evaluations of the classes they attended and the projects they reviewed during the **Marketplace for Kids** experience.

- F. Submit all completed evaluations to **Marketplace for Kids** detailing their experience with the classes and the student projects. The evaluations will be used in the following methods:
 - 1. Evaluations are compiled and reviewed by **Marketplace for Kids**. Suggestions are incorporated into curriculum and programming.
 - 2. Evaluations will be shared with all Marketplace for Kids participating teachers and Advisory Leadership Teams.
 - 3. **Marketplace for Kids** provides any feedback from teachers on the National Entrepreneurship Education Standards to the Consortium for Entrepreneurship Education.

For more information, contact:

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