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“**Marketplace for Kids** does a fantastic job of igniting the spirit of entrepreneurship in students. The activities are designed to help them become comfortable with change while learning to thrive on positive competition. Lessons, based on standards and benchmarks, help students develop skills needed for recognizing possible entrepreneurship opportunities and then show them how to organize their ideas for development and growth of actual products.

**Marketplace for Kids** helps to extend thinking skills and encourages risk-taking with forethought. It also teaches students how to use an integrated approach to designing products, which is absolutely relevant in today’s global environment. But most of all, it makes learning fun, exciting and challenging!”

- Connie Smith, Honorary Chair

Marketplace for Kids Advisory Leadership Team, Retired Educator and Administrator, Jamestown

## Marketplace for Kids...

...has been recognized as a program that should be replicated by the Consortium for Entrepreneurship Education.

...was featured in the national publication “Education Update” as a program to begin teaching entrepreneurship early. This is a publication of ASCD (Association for Supervision and Curriculum Development).

...was recognized in the Midwestern Office of the Council of State Government’s November 2009 newsletter as “one of the best youth entrepreneurship programs in the nation.”

...collaborates with the Consortium for Entrepreneurship Education on National Entrepreneurship Education Standards to provide entrepreneurial education programs to all Americans.

Marketplace of Ideas/Marketplace for Kids, Inc. is a 501(c)3 nonprofit organization.

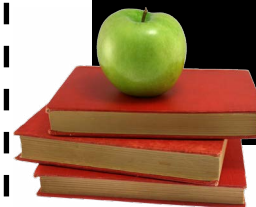


The **VISION** of **Marketplace for Kids** is for all students to receive **entrepreneurship education and encouragement** to become a lifelong partner in building stronger communities. It works to encourage youth to explore entrepreneurship and self-employment skills through recognition and development of their inventive, creative thinking, and problem-solving skills.

**Marketplace for Kids** is a nationally recognized model. Outreach and technical assistance is provided to school districts, consortiums of schools, organizations and associations interested in Youth Entrepreneurship.

*Grades Three through Eight*

- ✓ **Education Days**
- ✓ **Project Development Resources**
- ✓ **Bright Ideas Showcase**



# ✓ Education Days

Education Days are held annually in 12 locations. Each Education Day offers students, teachers, parents, and others the opportunity to:



*Attend short hands-on classes/activities* designed to explore career fields, personal development, financial literacy, leadership skills, and new technology, as well as to discover entrepreneurship.

*Explore the "Hall of Great Ideas."* Students create projects using their 21st Century Learning Skills - Collaboration, Communication, Creativity, and Critical Thinking. The Sights and Sounds of INNOVATION fill the hall, with each student receiving recognition for all of their hard work.

Although encouraged to do so, students are NOT required to create a project to participate. Students not showcasing a project attend an additional class and visit the "Hall of Great Ideas." Teachers, parents, and community leaders are invited to visit the "Hall of Great Ideas."

*Network with others.* Students and teachers have an opportunity to meet other students, teachers, and business and community leaders to learn how they can collaborate to make their communities brighter places.

# ✓ Bright Ideas Showcase



## Light up the North Dakota State Fair with Your *Bright Ideas!*

The Bright Ideas Showcase and contest is open to all students that were in grades three through eight during the 2016-2017 school year.

Take your innovative idea to the next level! Venues will be announced at your region's Education Day. Teams of judges will review projects and score them based on originality, visual presentation, student initiative and accomplishment of the stated goal, problem, or objective.

Cash prizes are awarded in each grade level and for projects that show innovation in agriculture, energy, or sports. There are also cash awards for "Most Creative" and "Best New Idea."



Visit [MarketplaceForKids.org](http://MarketplaceForKids.org) for more information!

# ✓ Project Development Resources

Students involved in **Marketplace for Kids** have many interests and are encouraged to develop their projects based on their interests.

**Project ideas include, but are not limited to:**

- Inventions
- Business Ideas
- Volunteerism
- Innovation in Art and Literature
- Adventures in Agriculture and Using our Renewable Resources

**Complimentary materials available for students include:**

- It's Time to Work on Your Projects (Classroom Poster)
- Am I Ready to Share My Project? (Student Questionnaire)
- Get Started with Your Project! (Student Tutorial)
- Regional Parent Brochures (great to distribute at parent/teacher conferences)
- General Timeline for Completion of Projects (Student Checklist)
- Project Journal/Log
- Prepare Your Display Board

## TEACHERS AND ADVISORS!

Volunteers and staff are available to come into your classroom or after school to help students with their projects! Call 1-855-434-KIDS (5473)!

## **New!** Innovation in Technology Challenge

The challenge can be a classroom, individual student, or a group project. A kit contains ideas and software resources to design your project for the challenge.

**SELECT AN OPTION:**

1. **Design a tablet or smartphone game** that helps raise awareness for student, school, or community issues.
2. **Design a tablet or smartphone app** that can be used by students to help them be more effective in school or deal with common student, school, or community issues.
3. **Design a tablet or smartphone app** that is needed by you and/or your family.
4. **Design a web page** for a product or service.
5. **Write and produce a commercial/infomercial** for a product or service.
6. **Use a 3D printer** to design your prototype/idea.

Tool kits are available on the [MarketplaceForKids.org](http://MarketplaceForKids.org) website under RESOURCES.

Project based learning encourages students to stretch their thinking in more creative, divergent ways to solve problems and create new ideas. By providing hands-on and experiential learning opportunities, the lesson plans help foster a lifelong learning mentality. Entrepreneurial skills will begin to grow at the elementary school level and continue into adulthood.