

**Marketplace for Kids  
CEC Learning Guide  
Review**

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1. Marketplace for Kids has been recognized as program to be replicated by the \_\_\_\_\_.
2. Many aspects of daily work now require the ability to adapt to ever-changing \_\_\_\_\_ and ways of \_\_\_\_\_.
3. Children's ability to \_\_\_\_\_ must be open to \_\_\_\_\_ and \_\_\_\_\_.
4. \_\_\_\_\_ and \_\_\_\_\_ are now a must.
5. The future demands that people be \_\_\_\_\_, \_\_\_\_\_, and \_\_\_\_\_ for what lies ahead.
6. Marketplace for Kids prides itself on consistently offering \_\_\_\_\_ and \_\_\_\_\_ job or entrepreneurial possibilities by staying on the leading edge of new technologies.
7. \_\_\_\_\_ allow our students to interact in new ways that were previously unavailable due to geographical, economic, and social boundaries.
8. Individuals, \_\_\_\_\_, farms, \_\_\_\_\_, businesses, \_\_\_\_\_ and even \_\_\_\_\_ will succeed to the degree that \_\_\_\_\_ and true \_\_\_\_\_ are formed and effectively practiced.
9. Using \_\_\_\_\_ students today will learn about different subjects simultaneously.
10. The Learning Guide fosters a lifelong learning mentality by providing \_\_\_\_\_ and \_\_\_\_\_ learning opportunities.

11. They will identify a real-world problem and \_\_\_\_\_, using evidence to support the claim.
12. Well-paid employees are those who can make the best out of \_\_\_\_\_ and who are \_\_\_\_\_ at \_\_\_\_\_ situations and \_\_\_\_\_.
13. Students show what they learn as they journey through the \_\_\_\_\_, \_\_\_\_\_, collaborate and \_\_\_\_\_ themselves and each other.
14. Typical workers will often be \_\_\_\_\_, having to sell their qualities to \_\_\_\_\_ different employers over their lifetime.
15. \_\_\_\_\_ and \_\_\_\_\_ are essential life skills that can be taught.
16. \_\_\_\_\_ in the future means people will be required to \_\_\_\_\_ more than ever before.
17. Marketplace for Kids developed the Learning Guide to provide \_\_\_\_\_, \_\_\_\_\_, and students with \_\_\_\_\_, \_\_\_\_\_, and lesson plans needed to provide world-class entrepreneurial learning.
18. The Project Learning Guide encourages students to stretch their thinking in more \_\_\_\_\_, \_\_\_\_\_ ways to \_\_\_\_\_ and \_\_\_\_\_.
19. Many of the activities in the Learning Guide give students opportunities for \_\_\_\_\_.



26. Innovative \_\_\_\_\_ are always looking for ways to \_\_\_\_\_ community life.
27. Marketplace for Kids is a gathering of young people who want to become the next generation of \_\_\_\_\_, \_\_\_\_\_ and \_\_\_\_\_.
28. Innovative \_\_\_\_\_ are \_\_\_\_\_ thinkers who are always looking for ways to improve a product.
29. Classrooms are home to a handful of natural innovators who set the \_\_\_\_\_, \_\_\_\_\_ and \_\_\_\_\_ trends among their peers.
30. The Project Learning Guide can be used when you \_\_\_\_\_, \_\_\_\_\_, want to involve students in a \_\_\_\_\_ or are looking for a new way to teach a subject area.
31. Innovative \_\_\_\_\_ are always looking for ways to make \_\_\_\_\_ time more \_\_\_\_\_.
32. All innovative thinkers respond to changing \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_ and \_\_\_\_\_.
33. FLUID is an acronym representing a \_\_\_\_\_ and \_\_\_\_\_ process.

34. \_\_\_\_\_ an innovation for students to examine. They will \_\_\_\_\_ specific innovations so you can help them \_\_\_\_\_ what motivated the producer, teacher, or civic leader to implement what they considered to be improvements. The next action engages students creative potential as they \_\_\_\_\_ new innovations and their analytic and evaluative skills as they \_\_\_\_\_ which ones have the best potential for success.

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