

**Marketplace for Kids
Introductory Course
Review**

Marketplace for Kids CEC Overview

1. *True or False.* Marketplace for Kids is a free, non-competitive program where each child, learns, benefits, and grows through their participation?

2. MFK was created as a forum for _____

3. The Mission of MFK is _____

4. The Primary Goal of MFK is to expose students in Grades 3-8 to _____

5. The Marketplace for Kids program has been recognized as a _____

6. Education Days provide information and encouragement for _____

7. *True or False.* All Education Day students are not required to give feedback on Education Day activities.

8. Education Days provide Project Students a platform to present their _____

_____.
9. *True or False.* All Project Students are required to answer a set of questions posed to them from their peers.
10. Project-Based Learning promotes what (4) types of learning? _____

11. Since the _____ thousands of children in ND and MN have created individual projects using the Project-Based Learning Model.
12. *True or False.* The MFK Learning Guide was designed to provide ONLY teachers with ideas, information, and lesson plans to provide entrepreneurial learning.
13. The Learning Guide encourages students to think in more _____,
_____ ways to solve problems and to _____ new ideas through _____ and _____ learning opportunities.
14. The Learning Guide encourages _____ skills to begin to grow at an _____ level and continue into _____ fostering a lifelong learning mentality.
15. Many activities in the MFK Learning Guide gives students the opportunity to _____ accomplishing _____ thinking rather than _____ thinking.
16. The MFK Learning Guide provides a multitude of _____ and _____ designed to _____ and _____ students.

17. The _____ helps students display and protect their concepts and ideas.
18. To involve students in Project-Based Learnings and teach new subject areas, the _____ should be utilized.
19. _____ is five steps for building more active and innovative thinkers.
20. An acronym representing a thinking and decision-making process is _____.
21. _____ 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 student's creative potential as they _____ new innovations and their analytic and evaluative skills as they _____ which ones have the best potential for success.
22. _____ is a key driver of our economy.
23. _____ and a high majority of jobs are _____ started by entrepreneurially minded individuals who go on to create _____.
24. Individuals exposed to entrepreneurship express that they have _____, have _____ and an _____.
25. _____ is a lifelong learning process, starting as early as _____ and progressing through all levels of education, including _____.

26. The _____ were developed to prepare youth and adults to succeed in an entrepreneurial economy.

27. The Standards and their supporting performance indicators are a _____ for teachers to use in building _____ and _____ for their target audiences.

28. The program is designed to encourage youth to _____ and _____ through _____ and _____ of their _____, _____ and problem-solving skills.

29. By using the Standards and Performance Indicators Framework students will have _____

_____.

30. Marketplace for Kids is a unique educational program for _____ and _____ young entrepreneurs.

31. Fostering a robust entrepreneurial culture will maximize individual and collective _____ and social success on a _____, _____ and _____ scale.

32. The program focuses primarily on grades _____.

37. Entrepreneurship education can _____ impact a learner at all levels in a wide number of contexts.

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