



MARKETPLACE FOR KIDS EDUCATION DAY
Monday, March 14, 2022 9:15 A.M. – 2:00 P.M.
(Schedule is in Mountain Standard Time - MST)
DICKINSON STATE UNIVERSITY – DICKINSON, ND

Please join us March 14, 2022 for your Marketplace for Kids Education Day. New class offerings are all recommendations from your students.

This year, we are processing registrations as they come in and will be mailing the registrations as soon as they are processed. See you March 16! Thank you.

General Schedule of the Education Day

A personalized schedule for each student will be printed on their name badge

***Note that these times are subject to change**

9:15 am – 9:30 am	Pre-Opening Music	11:35 am – 12:00 pm	(Teal) Lunch Non-Project Students
9:30 am – 9:50 am	Opening Rally		(Maroon) Non-Project Students View
10:00 am – 10:25 am	All Students Attend Classes		Projects
10:35 am – 11:00 am	All Students Attend Classes	12:00 pm – 12:20 pm	(Maroon) Lunch Non-Project Students
11:00 am – 11:30 am	Lunch Project Students		(Teal) Non-Project Students View
11:10 am – 11:35 am	Non-Project Students Attend Classes		Projects
11:35 am – 12:20 pm	Project Students Present Projects at Hall of Great Ideas Showcase	12:30 pm – 12:55 pm	All Students Attend Classes
		1:05 pm – 1:30 pm	All Students Attend Classes
		1:40 pm – 2:00 pm	Closing Rally

Class List and Description

Class A: Main Street ND

Learn HOW, WHAT, WHEN & WHY to start your own 21st Century Business in today’s technological world. Learn to recognize your strengths AND weaknesses and how to attract and retain the people you need to compete and succeed. 20

Class B: Lessons About Your Money

Students will learn how to make good decisions with their money, including how to spend, save and earn money. 20

Class C: Virtual Reality (VR)

A look into the world of virtual reality and its applications. Try using VR glasses and what it’s like in the Virtual World!! **(This class is limited to a capacity of 16 students per session, per presenter request.)** 20

Class D: Electrical Motors (10:00-11:00)

For this class we will use 2-25 minutes sessions to explain how electric motors work and each student will build a simple electric motor that they can take home with them. Each student will build a motor kit, and then run the motor using a battery to learn how magnetism and electricity make a motor turn. **(You must be in 5th Grade & Up to attend this session.) (This class is limited to a capacity of 8 students per session, per presenter request.)** 20

Class D: Electrical Circuits (11:10, 12:30, 1:05)

This will be a 25-minute session where we will explain how an electric circuit works to turn on a light, and have the students build a simple circuit they can take home. The project will have a battery, a switch and a lamp they will connect with wire and be able to turn the light on and off. **(This class is limited to a capacity of 8 students per session, per presenter request.)** 20

Class E: Power Plant Puzzle

Students will pair up in a team building exercise that utilizes their mechanical skills. They assemble nuts, bolts, linkage, and PVC into a replica of an original puzzle. **(This class is limited to a capacity of 30 students per session, per presenter request.)** 20

Class F: 1930 Kinetic Energy Spool

Students will make a small, handmade mechanical marvel. **(You must be in 5th Grade & Up to attend this session.) (This class is limited to a capacity of 24 students per session, per presenter request.)** 20

Class G: Making Moola From Agriculture

Students will be introduced to the use of budgets to determine potential net income for an enterprise using agricultural examples. How products are sold for money, how this money is then used to pay production expenses and how the remaining is considered "Profit" (net income). Exercise should provide students with an appreciation of how money is made in production agriculture using a tool that can apply to many other business endeavors. 20

Class H: ND FSA Talks Agriculture & Farm Safety

We will take youth down the road of all things Agriculture! Including hands-on agriculture activities as well as providing some farm safety tips and teaching them about the United States Department of Agriculture! 20

Class I: Strong by Zumba

Come test your ninja skills with us! Join us as we punch, kick, jump, and crawl through class. 20

Class J: Opening A Lemonade Stand

Students will need to make choices when opening and operating their lemonade stand. They will be given a budget however, they will be making their choices of building or purchasing a stand; renting a space in a mall parking lot or operating from their parents front yard rent free, serving freshly squeezed lemonade or purchased lemonade; using biodegradable cups or Styrofoam cups etc...(This class is limited to a capacity of 16 students per session, per presenter request.) 20

Class K: The Game of Life – Playing With Your Future

The Career Quest Board Game will encourage students to: practice being a smart saver, be a smart spender, learn how much education is required for different careers, and realize the choices made today will affect the future. 20

Class L: OHV Safety Class

Ride safe, ride smart! The presenter will conduct a classroom course on safe operation of ATV's and have an overview of hot weather injuries. (This class is limited to a capacity of 16 students per session, per presenter request.) 20

Class M: Tools for Firefighting

Demo firefighting tools, thermal imager, bunker gear, gas monitors, and fire extinguisher demo. (This class is limited to a capacity of 24 students per session, per presenter request.) 20

Class N: Bridges 101

Bridge Building 101 explores how engineering has impacted the development of bridges over time, including innovative designs and the challenge of creating bridges that become landmarks for a city. Students work in teams of "engineers" to design and build their own bridge out of toothpicks and gumdrops. They test their bridges using weights, evaluate their results, and present their findings to the class. 20