



**MARKETPLACE FOR KIDS EDUCATION DAY**  
**Monday, March 14, 2022**  
**9:15 A.M. – 2:00 P.M.**  
**DICKINSON STATE UNIVERSITY - DICKINSON**

Welcome!

On-Line Registration opens **Wednesday, January 21, 2022**. All registrations are “first come first served”. The registration must be complete before it can be processed.

Registration closes **Friday, February 25, 2022**. You will be notified when your registration has been received and processed.

**Education Day General Schedule:**

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

**Class List and Description**

**B. Safety Super Heroes!**

Learn how Safety Professionals can be super heroes of the workplace. Learn how we eliminate hazards and save lives and money! Limit 24 Students.

**C. Electrical Motors**

For this class we will use two 20-minute 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 electricity make a motor turn. Grades 5 and above. Limit 8 Students.

**Electrical Circuits**

A 20 Minute session where we will explain how an electric circuit works to turn on a light. Students will 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. Grades 5 and above. Limit 8 Students.

**D. Lessons About Your Money**

The more you know about how to make money, how to save money, and how to spend money, the less likely it is that you will have money problems as an adult. Do you know people who never seem to have enough money? If you don't want to live that way, listen up. We have some good information to share with you today. Students will get the opportunity to look at and learn about foreign currency.

**E. Operation Lifesaver**

Railroad Safety, trespass prevention, and how to report emergencies that occur while on or near railroad property

**F. Exploring Careers in Virtual Reality**

This class will provide students with an opportunity to become familiar with 360-degree and virtual reality media and to expose several careers through a series of virtual reality experiences. Available experiences will include careers in energy, healthcare, construction and more. Limit 8 Students.

**G. NDFSA – Talks Agriculture and 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.

**H. Seed Engineering**

Most plants reproduce with seeds, which come in all shapes and sizes. Plants have developed ways to disperse these seeds, giving the new plant a better chance to find what it needs to grow. Students will be given a variety of art supplies to engineer their own “seed” to float in water, fly through the air, explode, or be carried by wind. Limit 24 Students.

**I. Snowmobile Safety**

Discuss key components of operating snowmobiles in a safe manner. Topics include: pre-ride checks on snowmobiles, crossing ice, and identifying and treating cold weather injuries.

### **J. 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 terms 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.

### **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.

### **L. Tools for Firefighting**

Demo firefighting tools, thermal imager, bunker gear, gas monitors, and fire extinguisher demo

### **M. Hold Your Horses! Befriend the Swag Pony**

What is Equine Therapy? Who does it help? What are Equine Assisted Activities? What is Equine? This class will teach you lessons that only a horse can teach! Of course taught by a real miniature horse, Charlie and assisted by his human caretaker. Students will have hands on experience and interaction with a miniature horse. NOTE: Do not register if allergic to horses, or notify instructor to maintain a distance as this activity includes a live horse. Limit 24 Students.

### **N. Money, Me, & Monopoly**

This presentation will demonstrate how different transactions in a Monopoly game are recorded and how they affect the financial situation of a player. Basic accounting concepts will be incorporated into this presentation.

### **O. From Garden to Market**

This presentation will show students how to grow vegetables and market creative food products to sell at a farmer's market or elsewhere.

### **P. Neighborhood Pet Care Service**

We will present the type of services that a pet-setting business may offer. For our pet owners, we present why he/she would choose to use a pet service. We will provide some important ideas on how to select a pet service. And, what are the typical charges and fees a pet service has.

### **Q. Networking and Making Friends**

Learn how to make new friends and help your friends meet new people. Get ready to get up and talk to some people you might not know!

### **R. 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.

### **S. Youth Fitness 101**

Teach a child how to get in shape with exercise. Join us for fun and healthy beginner level workouts for kids of all ages. Get your heart pumping and body moving with cardio and body weight strength training followed by a cool down all to music that will make you want to sing! Please wear comfortable shoes. Limit 16 Students.