



# MARKETPLACE FOR KIDS EDUCATION DAY

## Tuesday, December 6, 2022

### 9:00 A.M. – 2:00 P.M.

### ND Heritage Center & ND Capital Building

Welcome!

On-Line Registration opens **Tuesday, October 18, 2022**. All registrations are “first come first served.” The registration must be complete before it can be processed.

Registration closes **Friday, November 19, 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. “Breakout” from Traditional Roles!

Feeding a growing world is one of the most vital future needs for all of us! In this session, students will have fun "breaking out" of lock boxes while learning about many career paths that are available to them and how these jobs relate to agriculture and feeding the world. Come and be challenged! Limit 24 Students.

#### C. CareerViewXR

Come and explore high-demand trade careers through immersive digital experiences that allow people to explore careers and communities virtually. Limit 8 Students.

#### D. DIY Breadboard Circuits

Come learn and explore circuit builds and the basics of electricity flow through circuits. In this session, students will become familiar with circuitry components like photoresistors, push buttons, batteries, LEDs, capacitors, and breadboards. Each build increases in complexity, and all components are reusable so that builds may be disassembled and recreated! 2-50 minute, 1-25 minute classes. Limit 16 Students.

#### E. 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 10 Students.

#### E. 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 10 Students.

#### F. Innovation Gallery (Early People's Gallery)

Will uncover together the importance of language in developing cultural identity, by learning more about sign language and art, and creating a dwelling, by getting the materials through trading. In groups, facilitated by University of Mary education students, we will use our newly acquired skills of communication while maintaining their own tribe's (Mandan, Hidatsa, Arikara) cultural identity. Once the trading takes place, our time in the gallery will come to a close as we put the finishing touches on our dwelling. 50-Minute Classes. Limit 50 students.

#### G. Importance of Language in Developing Culture Identity

Explore a variety of themes through games, activities, and presentations facilitated by education students from the University of Mary. We will be able to learn about important cultural items such as pipe bags used by the Lakota people. Through a trivia game, we will learn how the economy of North Dakota has evolved over the years. In addition, we will have an opportunity to learn more about agriculture through noting the changes in tractor models, and how faraway wars

impacted the lives of North Dakotans. We will also discover the vastly different the lives of early settlers in North Dakota were compared to the present day. 50-Minute Classes. Limit 50 students.

#### **H. How Can Workplace Hazards Be Controlled?**

We will look at safety hazards in the workplace and learn about different ways to make workplaces safer. Limit 24 Students.

#### **I. Prehistoric Creatures from ND**

Groups of 40 students will be divided into 4 groups. Each group will rotate through 4 different stations where they will learn about paleontology, mosasaurs, Dakota and Dinomummy, and how dinosaurs are named, culminating with the creation of their dinosaur. 50 Minute Class. Limit 40 Students.

#### **J. Fashion and Function**

Teach the different areas within the exhibit. We will group some of the sections together and teach them while trying to incorporate activities, such as a worksheet or other activities. 50 Minute Class. Limit 24 Students.

#### **L. Lessons About 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.

#### **O. Operation LifeSaver**

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