



**MARKETPLACE FOR KIDS EDUCATION DAY**  
**Wednesday, March 15, 2023**  
**9:00 A.M. – 2:00 P.M.**  
**DICKINSON STATE UNIVERSITY**

Welcome!

On-Line Registration opens **Friday, January 27, 2023**. All registrations are “first come first served.” The registration must be complete before it can be processed.

Registration closes **Friday, February 24, 2023**. 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, LED’s, capacitors, and breadboards. Each build increases in complexity, and all components are reusable so that builds may be disassembled and recreated! Two 50-minute sessions and one 25-minute class. Limited 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.

**Electrial 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. Tools for Firefighting**

Demo firefighting tools, thermal imager, bunker gear, gas monitors, and fire extinguishers demo. Limit 24 Students.

**G. 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 how the choices made today will affect the future.

**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. Introduction to Entrepreneurship**

Welcome to the world of problem solving and profits. In a fast 25 minutes you will learn how to create new products like an entrepreneur. Students will participate in a hands-on, upcycle project to learn how to solve problems with creativity. Bonus, they can take home their own project! Limit 16 Students.

**J. Discover Japan in North Dakota**

This class will provide students with an opportunity to experience unique Japanese culture. Limit 16 Students.

**K. Bridges 101**

Bridge Building 101 explores how engineering has impacted the development of bridges over time, including innovation designs and the challenge of creating bridges that becomes 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.

**L. 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 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.

**M. Money Does Grow on Trees!**

Wood, paper, heating, buildings, musical instruments, crafts, toys, nuts, fruits, and even mushrooms! “Wood” you believe it comes from a tree? Many jobs rely on forestry and selling “specialty forest products” could be an opportunity to start your own business to earn extra money. Limit 30 Students.

**N. Team Building**

Class will build apparatus utilizing their instructions and using their team. Limit to 16 Students.

**O. Operation LifeSaver**

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

**P. Digging Dinosaurs**

Brief introduction to Paleontology and Geology.

**Q. Electrical Keychains**

Make a keychain out of wire and connections. Limit 24 Students.

**R. Power Plant Puzzle**

Students will pair up in a team building exercise that utilizes their mechanical skills. They will assemble nuts, bolts, linkage, and PVC into a replica of an original puzzle. Limit 30 Students.

**S. Neighborhood Pet Care Services**

How to make money by providing pet care services in your neighborhood. Limit 16 Students.