



MARKETPLACE FOR KIDS EDUCATION DAY

Tuesday, December 5, 2023

9:00 A.M. – 2:00 P.M.

ND Heritage Center & ND Capital Building

Welcome!

On-Line Registration opens **Monday, October 16, 2023**. All registrations are “first come first served.” The registration must be complete before it can be processed.

Registration closes **Friday, November 17, 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. Customs & Border Protection

Demonstrate Red Man Defensive tactics and handcuffing. 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. Career Paths in Aviation

Steam as a tool to foster Entrepreneurship, problem solving, using critical thinking, and career paths in Aviation.

G. Land Surveying and Mapping

A look inside the profession of Land Surveying and how we, as Professional Land Surveyors, help build the world around us by using technology such as Laser Scanners, Robots, GPS, and Drones.

H. Young Workers – Talking Safety

Let’s talk about safety young workers. Your first real job could come with real risks. Limit 24 Students.

I. Energy Opportunities in North Dakota

Discuss what forms of energy exist and what methods are used in North Dakota to produce electricity and other forms of power. Explain the importance of energy relating to our quality of life, environment, and economic impacts to society.

J. North Dakota Fossil Record

50 Minute Class. Discuss plate tectonics, earth’s age timeline and skeletons of past and present. Limit 40 Students.

K. North Dakota’s Early Peoples and their Lifestyles

50 Minute Class. Discuss cyclorama painting, bison as the great provider - parts and usage, and trade task cards - trade using sign language. Limit 80 Students.

L. Lessons About Money

Introduces students to age-appropriate financial concepts such as making money, choosing a job, saving money, wants vs. needs and other topics.

M. North Dakota's Modern History

50 Minute Class. Discuss cyclorama painting, bison as the great provider - parts and usage, and trade task cards - trade using sign language.

O. Operation LifeSaver

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