



**MARKETPLACE FOR KIDS EDUCATION DAY**  
**Tuesday, March 10, 2026**  
**9:00 A.M. – 2:00 P.M.**  
**DICKINSON STATE UNIVERSITY**

Welcome!

On-Line Registration opens **Friday, January 16, 2026**. All registrations are “first come first served.” The registration must be complete before it can be processed.

Registration closes **Friday, February 20, 2026**. 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**

**A. Land Surveying and Mapping**

Dive into the exciting world of Land Surveying and Mapping where you'll learn how to measure and map the Earth! We'll use drones to soar high and see landscapes from above, use high tech satellite GPS systems to explore boundary lines to understand property boundaries, and discover how we map out the world we live in. Get ready to navigate, explore, and create maps that help shape our future! Join us to unlock the secrets of the land beneath our feet!

**B. Breaking Through 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. Financial Footings: Earn It**

This interactive session, led by the character FIN-B, helps learners explore how people earn money, different career paths, and the basics of entrepreneurship. Limit 24 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.

**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. 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. Young Workers – Talking Safety**

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

**I. Becoming a Peace Officer**

Learn what it takes to be in law enforcement.

**J. Oil & Gas Everywhere**

Take a look at what is happening underground to see how oil and gas is formed, how we discover it, and how we collect it. You will learn about the oil and gas products that you use on a daily basis - from fueling our cars, heating our homes, and even making everyday items like crayons and clothes. This class includes a hands-on demonstration as you learn how water affects the collection process - and how Creedence saves the day! (25)

**K. KLJ 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 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.

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

Paper, heating, buildings, musical instruments, crafts, nuts, fruit, and even mushrooms! "Wood" you believe it all comes from a tree? In this session, we will explore forest products, how they contribute to the economy, and learn about opportunities in green jobs right here in North Dakota.

**N. Neighborhood Pet Care Services**

Gives kids a quick and fun introduction to running a neighborhood pet-care business.

**O. Operation LifeSaver**

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