



Marketplace for Kids Igniting the Spirit of Innovation Class Syllabus

Instructors: Marketplace for Kids Staff, Board of Directors and/or Regional Leadership Team Chairs.

Objectives: This class is for educators who are interested in learning more about **Marketplace for Kids** and the innovation opportunities it provides for students, particularly students in grades 4, 5, and 6. The course will provide a background for the **Marketplace for Kids** program, including an overview of the resources, activities, and teaching strategies.

The MFK will be using the personalized learning plan format. Participants will work with their students and colleagues to create student projects to be presented at their local MFK Education Day. All activities leading up to the Education Day and requirements from the Education Day must be recorded on the [Credit Verification Form](#) and submitted to the Instructor of Record to receive credit for the course.

1 Graduate Credit: Marketplace for Kids will reimburse the cost of one credit upon completion of the course (up to \$55).

North Dakota Continuing Education Credit will be available through Mayville State University - \$55 for one credit hour.

The participant will receive a Satisfactory/Unsatisfactory (S/U) grade at the completion of the course.

Professional development credit is pending until official notification of approval.

Credit Reimbursement: After participant has received official notification of approval, they will fill out the Marketplace for Kids Credit Reimbursement Form. [Credit Reimbursement Form](#). This will include course registrant information, course information, and reimbursement information.

Dates: Participants will record their activities with the date and hours completed, and the MFK Education Day attended on the [Credit Verification Form](#). Student project preparation (including lesson planning [Lesson Plan Form](#), collaboration with colleagues, and material prep) hours will be recorded prior to the MFK Education Day. Dates will vary depending on the MFK Education Day schedule for the school year. See the MFK website: www.marketplaceforkids.org for the current Education Day schedule.

Method: Participants in the course will use resources provided by Marketplace for Kids to explore the history and community impact of MFK, effectively plan for their students to create a project to present during their Education Day and attend a local Education Day (includes presenting student projects, reviewing projects from students from other classrooms, and completing the Education Day report card).

The MFK website provides **The MFK Video Library**, comprehensive videos, [YouTube MFK Video Library](#) and written information summarizing the Marketplace for Kids program, entrepreneurship, inventivity (the power of creative imagination), and community impact. All activities completed by the teacher participant must be recorded on the [Credit Verification Form](#) and submitted to the Instructor of Record to receive credit.

*The resources and activities are aligned with ND Standards and Benchmarks and the National Entrepreneurship Education Standards.

Class Outline:

Marketplace For Kids Video Library – Total of 3 Hours:

The MFK Video Library - The videos provide the history of MFK, ND Standards and Benchmarks, how to prepare your students to create and present projects, an overview of the Education Day experience, and the Project Learning Guide. Hours spent viewing the videos should be recorded on the [Credit Verification Form](#). Videos can be found at this link and QR Code:



[YouTube MFK Video Library](#)

½ hour – Introduction and background of the **Marketplace for Kids** program for students.

1 hour- Using **Marketplace for Kids Project Learning Guide** activities in creative problem solving, entrepreneurship and the various areas of opportunities for student projects.

1 hour- Connecting specific activities to the Standards and Benchmarks in all areas. Discuss participant expectations for submitting an original lesson plan of implementation and review of what needs to be submitted upon completion of the course.

½ hour – Q & A Session, sharing of ideas and concerns.

In-Class Presentation by Marketplace for Kids – Total of 2 Hours:

Topics covered will be in preparation for the Marketplace for Kids Education Day, the elements needed for projects, Standards and Benchmarks and specifics on the display board presentation. This will be followed by a student and teacher question and answer session.

Classroom Documentation of Implementation – Total of a minimum of 5 hours:

Participants will document their hours of direct contact with students, teaching them and providing support in their quest for completion of their innovative projects while meeting the appropriate Standards and Benchmarks. Planning sessions and collaboration with colleagues should also be recorded on the [Credit Verification Form](#).

- **MFK Lesson Plan:** Participants will submit at least one original lesson plan to Marketplace for Kids. The lesson plans are due at the time the [Credit Verification Form](#) is submitted to the Instructor of Record.

Marketplace for Kids Education Day – Total of 5 Hours:

Participants will attend and participate in one Marketplace for Kids Regional Education Day of their choice. This day is filled with classes and many opportunities to share teaching ideas with other teachers as well as Marketplace for Kids personnel. Participants will attend 4 sessions instructed by business, industry, and campus faculty relating to all aspects of careers and innovation and review at least five projects of students from different schools.

Participants will complete their evaluations of each learning experience as well as assess their goals for this year and set new goals for the next year's participation.

Total Instruction Time – 5 Hours:

Documentation, lesson plans and Education Day evaluations will be submitted at the completion of the project, no later than one week following the session end date. In order to receive the continuing education credit, at least 15 hours must be documented on the [Credit Verification Form](#).

Resources:

The **Marketplace for Kids** resources that are located on the website at www.marketplaceforkids.org will support teacher participants as they prepare their students to create and present projects and attend their local Education Day. This includes:

- **The Marketplace for Kids Project Learning Guide** which contains the background on **Marketplace for Kids**, entrepreneurship, problem solving, creative thinking and activities to be used in the following areas:
 - Participation in **Marketplace for Kids** Education Days
 - Entrepreneurship
 - Inventions, Innovations & Crazy Contraptions
 - Adventures in Agriculture
 - Volunteerism
 - Career Exploration
 - Technology Challenge
 - Innovation in Art and Literature

The MFK Video Library: The videos provide the history of MFK, ND Standards and Benchmarks, how to prepare your students to create and present projects, an overview of the Education Day experience, and the Project Learning Guide. [YouTube MFK Video Library](#)

Integration of Standards and Benchmarks:

Marketplace for Kids activities are aligned to national and ND Standards and Benchmarks and to the national standards for National Entrepreneurship Education.

Marketplace for Kids has a complete form containing the appropriate Standards and Benchmarks posted on the website. Generalized Standards are listed below:

Math:

Data collection, measurements, and statistics.

Science:

Laws of Physics and applications; Problem solving as related to creating an invention and making a model or mock-up of an original innovative project.

Language:

Students will research, keep a journal, upkeep records, and explain projects to community members.

- Social Studies:** Students will research the background of different inventions and inventors and explore regional differences in needs and tastes regarding innovative projects.
- Technology:** Students will use the Internet to locate resources, information and communicate with others.
- Visual Arts:** Students will sketch diagrams and creatively visualize their innovative projects.
- Performing Arts:** Students will create an advertisement piece for their innovative projects. These projects may also be an original musical composition, sharing a poem, story, or other literary genre.

Student Project Review:

- A. Submit a lesson plan explaining how they utilized the **Marketplace for Kids Project Learning Guide** and the Standards and Benchmarks in the classroom. This information will also be published in the Project Learning Guide and on the **Marketplace for Kids** website for future use. A Sample Lesson Plan outline will be provided. [Lesson Plan Form](#)
- B. Attend four **Marketplace for Kids Education Day** breakout sessions given by business, industry, and college faculty.
- C. Review at least five projects presented by students from different schools. Evaluate the student projects that include the display board as outlined in the "How to Prepare and Show Your Project/Build a Display Board" section of the **Marketplace for Kids Project Learning Guide**. Evaluated projects must include a prototype or model of the student invention.
- D. Participants will complete evaluations of the classes they attended and the projects they reviewed during the **Marketplace for Kids** experience.
- E. Submit all completed evaluations to Marketplace for Kids detailing their experience with the classes and the student projects. The evaluations will be used in the following methods:
 - 1. Evaluations are compiled and reviewed by Marketplace for Kids. Suggestions are incorporated into curriculum and programming.
 - 2. Evaluations will be shared with all Marketplace for Kids participating teachers and Advisory Leadership Teams.
 - 3. Marketplace for Kids provides any feedback from teachers on the National Entrepreneurship Education Standards to the Consortium for Entrepreneurship Education.

For more information, contact:

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