

LEARNING EXPERIENCE OVERVIEW

JA Our Region[®]

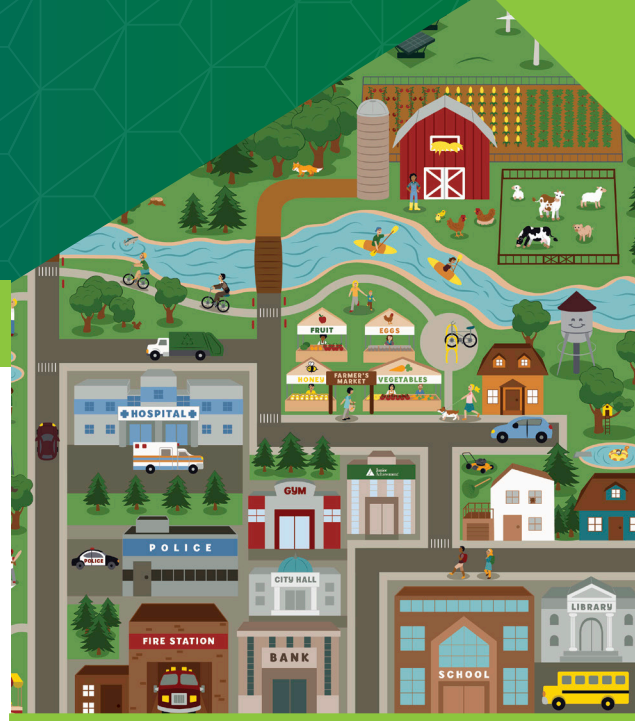
■ Entrepreneurship

JA *Our Region* introduces fourth-grade students to the intersection of entrepreneurship and upper elementary grades social studies learning objectives. Through hands-on classroom activities, the learning experience provides students with a practical approach to starting a business.

Students are introduced to the complex world of business problem solving, traits common to entrepreneurs, and tasks performed by business owners.

Concepts: Advertising, business fundamentals, capital resources, entrepreneur, entrepreneur characteristics, expense, finance tracking, goods and services, human resources, innovation, interdependence, loss, manufacturing, natural resources, price, products, profit, region, resources, revenue, risk and reward, services, supply, supply chain, trade, traits, transportation

Skills: Analyzing a diagram, analyzing information, assembling parts, categorizing data, cooperative trading, decision making, evaluating alternatives, following directions, mathematics, oral and written communication, presenting information, problem solving, reading for understanding, working in pairs, working in groups



LEARNING EXPERIENCE HIGHLIGHTS

- Flexible model, designed to support multiple learning environments and accommodate educator-led and volunteer-led opportunities.
- Engaging and interactive activities, games, and role-plays that support learning objectives.
- Flexible facilitation materials including both kit based and digital assets to accommodate preferences and ease of use.
- Includes five 45-minute sessions with extended learning activities offered throughout.

CURRICULUM OUTLINE

Session	Overview <i>Students...</i>	Objectives <i>Students will be able to...</i>	Activities <i>Students...</i>
SESSION ONE Be an Entrepreneur	Explore well-known businesses, their origins, and the traits common to the entrepreneurs who started them.	<ul style="list-style-type: none"> Recognize the impact entrepreneurs have on a region. Apply traits that are common to successful entrepreneurs to their own skills and abilities. 	<ul style="list-style-type: none"> Match entrepreneurs to their businesses. Identify their business-success traits using the My Entrepreneur Traits Card.
SESSION TWO Resources: Tools for Entrepreneurs	Are introduced to resources and how entrepreneurs use resources to offer products and services in a region.	<ul style="list-style-type: none"> Define natural, human, and capital resources. Describe how products and services use resources. 	<ul style="list-style-type: none"> Use the information on the Our Resources Cards to create new businesses. Record their work using the JA Our Region Flier.
SESSION THREE Hot Dog Stand Game	Learn the fundamental tasks performed by a business owner.	<ul style="list-style-type: none"> Track the revenue and expenses of a business. Identify the fundamental tasks required to run a business. Explain the importance of keeping an accurate account of a business's financial information. 	<ul style="list-style-type: none"> Use a game board to discover the tasks of running a hot dog stand business. Track their revenue and expenses using the Hot Dog Stand Money Tracker.
SESSION FOUR Entrepreneurs Solve Problems	Journey through the complex world of business problem solving by weighing potential risks and rewards and tracking the outcome of their decisions.	<ul style="list-style-type: none"> Demonstrate the problem-solving process. Identify the potential risks and rewards in making business decisions. 	<ul style="list-style-type: none"> Brainstorm a solution to a supply problem. Open and close a paper catcher to determine the price, advertising, and supply for a new business.
SESSION FIVE Entrepreneurs Go Global	Demonstrate the supply chain through a hands-on manufacturing and trade experience.	<ul style="list-style-type: none"> Apply the supply chain to a manufacturing example. Explain how resource providers, businesses, and consumers are interdependent. 	<ul style="list-style-type: none"> Use a sticker sheet to "build" a computer by gathering parts from around the world. Because of a supply shortage, one part proves hard to get.