

AT HOME ACTIVITY GUIDE

Activity Description: A 60- to 90-minute student-driven activity to introduce students in elementary grades to concepts of entrepreneurship and teamwork.

Getting started:

Introduce the word "ENTREPRENEUR." Write it on the board and ask the students if they've ever seen or heard this word before. (Note if any respond affirmatively and compare by asking the same question when the activity is done). Talk about a family-owned business in your community to connect students to an entrepreneur they are familiar with. One example is the Allen family, which owns Allen Theaters in many New Mexico communities. (5 minutes)

Show students the animated <u>"What is an entrepreneur?"</u> video, <u>available online</u> or on our <u>Innoventure NMSU YouTube channel</u>. Guide students to understanding three key steps that entrepreneurs take. (5 minutes)

- 1. Identify a problem
- 2. Have an idea for how to solve the problem
- 3. Take action to create a product or service that helps solve the problem

Point out that the video's light bulb character needed a team to help his business grow. Ask students about teams they have been part of. Show the students the animated "Team Collaboration" available on our Innoventure NMSU YouTube channel. (5 minutes)

Students can self-select to have a specific job during the activity. Suggested jobs include: Leader, Writer, Artist, Finance/Pricing Specialist, or Marketer. If you have more than one child at home, they can work as a team, each with different roles. (5 minutes)

Now, decide on an everyday problem the student can address. Students will invent a product to help customers solve that problem (Entrepreneur Step 1).

Examples of consumer problems include: "messy room," "always losing stuff," "can't reach a high shelf," or "it's hard to wake up for school" (5 minutes)





Using the provided worksheet or your own worksheet design, guide students to brainstorm ideas for their invention (Entrepreneur Step 2), create a picture of it, and answer questions about how it works and how much it should cost (Entrepreneur Step 3). Encourage them to think of what it might cost to make, to help them determine a reasonable cost. (30 minutes, or longer if you prefer)

Finish by having each team tell the class about their product. You could frame this as a news interview with the team's leader or a presentation. (10 minutes)

Questions? Contact Innoventure Program Manager: Sandi Ringwood at ringwood@nmsu.edu or (575) 646-3543, or contact us through our website: **arrowheadcenter.nmsu.edu/program/innoventure-jr**



<u>Draw Your Product:</u>	
What is your product called?	
How does your product work?	
Who would buy your product?	
How much money would it cost?	



PROTOTYPE ACTIVITY

Activity Description: A 30- to 60-minute student-driven activity designed to introduce students in elementary grades to concepts of prototype- building, based on their entrepreneurship activity.

Steps for Junior Entrepreneurs

- First, complete the at-home entrepreneurship activity by designing and drawing your invention and answering the worksheet questions.
- Decide what materials you will use to create a prototype or model of your invention. It's ok if it's not a working model - just show what it would look like. You can use some of the materials suggested in the list on this page, or come up with your own. Be as creative as you want with your supplies and look around your home to see what is easy to find.
- You can also write a paragraph describing the problem your invention will help solve and how it will help solve it. You can use your worksheet as a guide for what to say about how it works and what it should cost.
- Share your creation on social media!.
 Use #InnoventureAtHome or tag
 @innoventurenmsu so we can see what you have invented.



MATERIAL IDEAS

- Cardboard
- Popsicle sticks
- Egg cartons
- Milk cartons
- Styrofoam cups
- Straws
- String
- Paper towel rolls
- Toilet paper rolls
- Construction paper
- Rubber bands Tape
- Toothpicks
- Marshmallows
- Clay