



Young Inventors & Entrepreneurs Club

Inventors Kick-Off Day– Intro to Entrepreneurs

Tuesdays 10:00 am - Noon

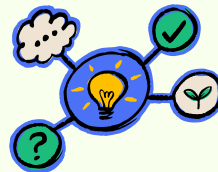
10:00 – 10:15 | Morning Launch

- **Team Time:** Introductions (name, favorite activity, what you want to be when you grow up).
- **Introduce word Entrepreneur:** "An entrepreneur is someone who starts a business with their ideas."



10:15 – 10:35 | Idea Lab: Workbook Connection

- Kids complete Day 1 workbook pages (What is a business? Local businesses, coloring).
- Ages 5–7: draw or color more than write.
- Ages 8–10: write business names, short explanations.



10:35 – 10:55 | Project 1: The Think Tank: Inventor Identity Poster

- Students design "All About Me Posters" with passions, gifts, and future dreams.
- Connects personal identity to future business ideas. Called an "Inventor Identity Poster" because every great entrepreneur starts by knowing who they are..

10:55 – 11:10 | Fuel-Up Break

- Healthy snack (water + small snack).
- Quick free play or movement game.



11:10 – 11:35 | Project 2: Creation Station: Inventor's Suitcase

- Kids decorate their own suitcase (folder, box, or bag).
- Becomes the place to store their ideas, drawings, and inventions.



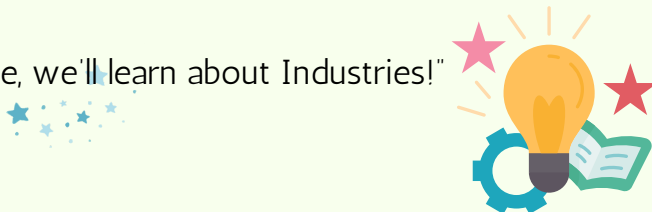
11:35 – 11:50 | Brainstorm Session: Why Start a Business?

- Group brainstorm: reasons people start businesses (money, freedom, helping people, fun).
- Connect back to workbook. – Because "Real" Entrepreneurs always ask "why."



11:50 – 12:00 | Innovation Wrap-Up

- Each student shares one gift, passion, or dream from their poster.
- Teacher ties it back: "Entrepreneurs use their gifts and passions to create businesses."
- Preview: "Next time, we'll learn about Industries!"



More Information

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