

# Young Inventors & Entrepreneurs Club



Try a Class for FREE!

# 10:00 - 10:15 | Inventor Play Time

- Open play with board games, building toys, or creative materials
- Gets energy out and warms up their imagination.

## 10:15 - 10:30 | Think Tank Talk

- Socratic discussion: "What makes one business better than another?"
- Introduce Value (price, quality, service, uniqueness).
- Compare examples: plain vs. flavored water, plain vs. decorated toy.

#### 10:30 – 10:45 | Business Blue Print & Reseach Notes

- Workbook time: kids brainstorm examples of businesses that compete.
- Ages 5–7: draw two stores and show why one might win.
- Ages 8–10: write short notes about what makes businesses different.

## 10:45 - 11:00| Brain Fuel Break

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

## 11:00 - 11:50 | The Makers Lab: Popcorn Wars

- Kids split into small Popcorn Businesses.
- Round 1: Everyone starts with plain popcorn = basic product.
- Round 2: Add value! Choose toppings (sprinkles, cheese powder, etc.).
- Teams give their popcorn a business name + logo/label.
- Each team presents their popcorn as if they're "selling" it.
- Group voting: Which would you "buy"? Why?
- Wrap-up discussion: "Competition makes businesses stronger. Entrepreneurs add value to win customers."

## 11:50 - 12:00 | Innovation Spotlight

- Each team shares one idea for how they added value to their product.
- Teacher ties it back to entrepreneurship.
- Preview Day 5: Dream Business Day.











