JA Our Region

| Session Details | RI Social Studies Standards | Common Core ELA | Common Core Math | |
|---|---|---|---|--|
| Session One: Be an Entrepreneur Students explore well-known businesses by matching entrepreneurs to their businesses, and identify their own entrepreneurial traits. Objectives: The students will: Recognize the impact entrepreneurs have on a region. Apply traits that are common to successful entrepreneurs to their own skills and abilities. | E 3 (3-4) – 1 Students demonstrate an understanding of the interdependence created by economic decisions by comparing how individuals, institutions, and governments interact within an economy (e.g. entrepreneurs start new businesses; individuals save money in banks, government redistributes money through taxing and spending). | RI.4.1-2 RI.4.4 RI.4.7 RF.4.3-4 SL.4.1 SL.4.3 L.4.3-4 L.4.6 | Mathematical Practices 1-2 4-7 | |
| Session Two: Resources: Tools for Entrepreneurs Students are introduced to resources and use this information, working in teams to create new businesses. Objectives: The students will: Define natural, human, and capital resources. Describe how products and services use resources. | G 1 (3-4) – 1 Students understand maps, globes, and other geographic tools and technologies by accurately using maps to identify locations. E 1 (3-4) – 1 Students demonstrate an understanding of basic economic concepts by a. differentiating between human, natural, and capital resources. b. identifying the types of resources available and the corresponding goods and services produced in real-world and historical context | RI.4.4 RI.4.7 RF.4.3-4 W.4.2 W.4.8 SL.4.1-5 L.4.3-4 L.4.1-6 | Mathematical Practices 1-2 4-8 | |
| Session Three: Hot Dog Stand Game Students learn the fundamental tasks performed by a business owner by playing the Hot Dog Stand game and tracking their revenue and expenses. Objectives: The students will: 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. | E 2 (3-4) – 1 Students demonstrate an understanding of the variety of ways producers and consumers exchange goods and services by explaining the interdependence of buyers and sellers within various markets (e.g., barter, money, commodity money). | RI.4.2-4 RI.4.7 RF.4.3-4 SL.4.1 SL.4.3 L.4.1 L.4.3-6 | NBT 4.4 NF.4.7 Mathematical Practices 1-7 | |
| Session Four: Entrepreneurs Solve Problems Students journey through the complex world of business problem solving by brainstorming ideas and by determining the price, advertising, and supply for a new business using the Problem-Solver Catcher. Objectives: The students will: Demonstrate the problem solving process. Identify the potential risks and rewards in making business decisions. | E 2 (3-4) – 1 Students demonstrate an understanding of the variety of ways producers and consumers exchange goods and services by identifying factors that affect price (e.g., scarcity/abundance, incentives, competition). | RI.4.1 RI.4.3-4 RI.4.7 RF.4.3-4 W.4.2 W.4.8 SL.4.1-2 SL.4.4 L.4.1 L.4.3-4 L.4.6 | Mathematical Practices 1-2 4 6-7 | |



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| Session Five: Entrepreneurs Go Global Students demonstrate the supply chain by working in teams to build a sticker-sheet computer. Objectives: The students will: Apply the supply chain to a manufacturing example. Explain how resource providers, businesses, and consumers are interdependent. | G 1 (3-4) – 2 Students identify the characteristics and features of maps by applying map skills to represent a location (e.g., design a map). E 2 (3-4) – 2 Students analyze how Innovations and technology affects the exchange of goods and services by explaining how innovations and technology can have positive or negative effects on how people produce or exchange goods and services. | RI.4.3-4 RI.4.7 RF.4.3-4 SL.4.1-4 L.4.3-4 L.4.6 | NA |



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