

readysetgo

INTRODUCTORY MODULE LESSON PLAN

MODULE FORMAT:

Every module follows the structure below to make it easy for any adult to facilitate step by step:



Watch Module Video

Successful entrepreneurs explain the module's topic using their own business as an example. Found at www.clubkidpreneur.com/resource-centre/



Discuss Module Topic

Discuss theory & keywords using the Facilitation Notes in the lesson plans



Theory Activity

Activity to teach & reinforce the module's theoretical concepts. Each module contains one or both of the following:

- Interactive theory activity
- Worksheet theory activity



Applied Activity

Written activity using Ready Set Go Worksheets where kidpreneurs apply the theory to their own businesses



'CK Business Kit' Activity

Use the module's *CK Business Kit* item to practically build the real-world business



Goal Keep Reflection

Discuss how the decisions made in the module will help reach the business goal (decided in module 2)

INTRODUCTION

MODULE	INTRODUCTORY MODULE	
RSG STAGE	N/A	
LESSON TITLE	<i>Introduction to the Ready-Set-Go Program</i>	
LESSON FOCUS	Orientating students to the CK Challenge & the Ready Set Go process of starting a business	
OUTCOMES	<ul style="list-style-type: none"> Understand the three stages to starting a business and what they mean (Ready, Set & Go) Gain an understanding of what the CK Challenge involves 	
KEYWORD	N/A	
BUSINESS KIT RESOURCE	"Curtis the Kidpreneur" Novel (3 per CK Business Kit)	
VIDEO	1. Introduction Video From Creel Price 2. Ready-Set-Go introduction video (12 min)	
WORKSHEET	N/A	

LEARNING SEQUENCE:

1. Watch Module Video

- Found at www.clubkidpreneur.com/resource-centre/

2. Discuss Module Topic (see notes over leaf)

- The CK Challenge
- The Ready-Set-Go program
- CK Business Kits
- Business Builder Student Worksheets
- “Curtis the Kidpreneur: Codename Hawaii” (novel)

3. Theory Activity

- “Curtis the Kidpreneur” novel comprehension

4. Applied Activity

- N/A

5. CK Business Kit Activity

- N/A

6. Goal Keep Reflection

- N/A

FACILITATION NOTES:



INTRODUCTORY MODULE VIDEOS

See www.clubkidpreneur.com/resource-centre/ to view the following videos:

1. CK Challenge Introduction Video
2. Ready Set Go Introduction Video (see discussion questions below)

READY SET GO VIDEO: DISCUSSION QUESTIONS

After watching the Ready Set Go Introduction video, ask the following discussion questions.

- What were the two characters' names? [*Curtis & Harvey*]
- What was Creel Price's first business? [*Selling strawberries*]
- Who were the three entrepreneurs in the video and what is their business? [*Janine Allis (Boost Juice), Paul Cave (BridgeClimb), Hayden Cox (Hayden's Surfboards)*]
- What was READY about? [*Being inspired*]
- What was SET about? [*Being informed*]
- What was GO about? [*Being involved*]



MODULE TOPIC NOTES

INTRODUCTION

Give a brief introduction to:

- Becoming a kidpreneur
- The CK Challenge
- The Ready-Set-Go curriculum
- CK Business Kits = Business in a Backpacks + Group Resources
- Business Builder Student Worksheets

- *"Curtis, the Kidpreneur: Codename Hawaii"* (novel)

BECOMING A KIDPRENEUR

Ask your students if they know what a kidpreneur is. (A kid that starts his or her own business). Find out if they have ever had any businesses themselves.

Some of your students may have had their own businesses before. This could be anything from holding a bake sale or washing cars to regularly being paid pocket money to do a repeated task, or selling vegetables grown in their garden. If a student has previously sold a product or a service in exchange for money, they have had a business before.

The Ready Set Go curriculum aims to supplement these activities, which many kids already do and underpin them with a sound foundation of financial literacy and the business building process to make their businesses a success. For example, although students may have sold something before, they may not have had a name or log for their venture, they may not have learned to identify their target customers to effectively promote the product to them and give good customer service.

Emphasise that all students will be a kidpreneur at the end of the CK Challenge. Reinforce that if they keep going with their business, or start a new one after the program, they can go on to being an entrepreneur when they are older. Not everyone gets a job working for someone else when they grow up. (This is called being an employee). Another option is to start your own business and be an entrepreneur. Club Kidpreneur aims to a) show kids entrepreneurship is a possible career option; and b) give kids the business acumen and skills to make a future in (social) entrepreneurship a realistic career path.

Club Kidpreneur aims for the Ready-Set-Go program to be more than just a one-off program, but instead be a platform for kids to develop into adult entrepreneurs long after launching their first business. And regardless of whether they become entrepreneurs, all will have gained invaluable life skills along the way.

CK CHALLENGE

The CK Challenge is an initiative of the Club Kidpreneur Foundation to help students become socially oriented kidpreneurs by building and launching their very own social enterprises. The CK Challenge makes this easy by providing a) the Ready Set Go business program with b) a CK Business Kit (built for 3 kidpreneurs). The cost of each Business in a Backpack is \$25 per student (\$75 per Kit). The Challenge is to build a business to make and sell products in order to generate a profit upon that \$75 investment. 100% of all profits are then donated to the social cause of each kidpreneurs' choice.

READY-SET-GO CURRICULUM

This is the business curriculum the students will be working through in order to build their business. The program contains 12x modules split into the 3 stages of business: Ready, Set and Go (explained further in the Ready-Set-Go video resource). [For more information see the 'About Ready-Set-Go' section of this Teachers' Handbook]

CK BUSINESS KITS:

To make building a business easy, Club Kidpreneur, with the help of generous sponsors have put together CK Business Kits. CK Business Kits are designed for a group of 3 to have all the materials required to start a business together, complete with products to sell. Each CK Business Kit contains items for an interactive activity designed to reinforce the key learning outcomes of each module.

Each Business Kit includes two types of resources, individual resources and group resources.

Individual Resources – in the form of a Business in a Backpack per child, which contains business-building resources for each individual to use.

<i>Business in a Backpacks</i>	X3	– To contain Business Kit Resources
<i>Goal Badge</i>	X3	– Module 2: Business Goal
<i>Flat cap + Transfer Paper</i>	X3	– Module 4: Logos
<i>Business Cards (sets of 20)</i>	X3	– Module 5: Target Market
<i>Money Pouch</i>	X3	– Module 11: Customer Service
<i>Kidpreneur Watch</i>	X3	– Module 7: Production Lines
<i>Graduation Certificate</i>	X3	– Program Completion
<i>“Curtis the Kidpreneur” Novel</i>	X3	– Supplementary Resource with accompanying literacy pack.

Group Resources – a set of shared resources used by the group for setting up the business itself.

<i>Cleverpatch Voucher \$40</i>	X1	– Module 6: Product Design
<i>Business Registration Agreement</i>	X1	– Module 1: Business Partnerships – Module 3: Business Name – Module 8: Revenue & Profit
<i>Flyer template for market day</i>	X1	– Module 9: Marketing
<i>Bunting for market day</i>	X1	– Module 10: Merchandising
<i>Kite for launch day</i>	X1	– Module 12: Business Launch

The CK Business Kit is a dynamic learning resource that teaches students through practical learning. Students use their CK Business work through the Ready-Set-Go program facilitated by an adult and using the *Business Builder Worksheets for Kidpreneurs* found in the online Resource Centre.

BUSINESS BUILDER WORKSHEETS

Accompanying each of the Module Lesson Plans in this handbook is a Module Worksheet for Kidpreneurs. These can be downloaded from the Club Kidpreneur Online Resource Centre at www.clubkidpreneur.com/resource-centre/.

These worksheets may only be printed or photocopied for the purposes of teaching the Ready Set Go curriculum using a CK Business Kit.

Each Worksheet contains basic information for kidpreneurs and guidelines for the theory activity and/or applied activity for the module to be completed.

CURTIS THE KIDPRENEUR: CODENAME HAWAII:

Each Backpack contains a copy of this novel written by Club Kidpreneur Chairman Creel Price and children's author James Roy. The novel follows the ups and downs of Curtis the Kidpreneur's journey as he starts a business to buy his mum a holiday to Hawaii. His best friend Harvey and pet goat Raglan join Curtis.

Designed to achieve national financial literacy outcomes, the book can be read at any point during or after the Ready-Set-Go program as a fun enrichment and consolidation of the business program learnings.

A Literacy Pack based on this novel is made freely available to teachers through the Club Kidpreneur Online Resource Centre at www.clubkidpreneur.com/resource-centre/



THEORY ACTIVITY INSTRUCTIONS

NOVEL COMPREHENSION

Students can read the first three pages (pg. 7-9) of the "*Curtis the Kidpreneur: Codename Hawaii*" novel to see if they can find out the first name of Curtis' friend with the nickname 'Harvey'. [Answer: Emily]

This activity is designed to spark students' interest in the novel. Encourage your students to continue to read the novel in their own time, as it is an exciting way to learn about being a kidpreneur and get inspired.



There is no Applied Activity, CK Business Kit activity or Goal Keep Reflection for the Introductory Module.