



K-2 IDEA Market Kit

Overview:

Specifically for primary learners, our K-2 IDEA Market Kit is a free resource, created by The Department of Education and Early Childhood Development's Centre of Excellence for Entrepreneurship team, with three key goals in mind:

- Support the development of Global Competencies in NB youth, while growing the entrepreneurial spirit
- Support the learning objectives, which guide classroom instruction, through the Holistic Curriculum Framework with a focus on civics, personal wellness, literacy, and numeracy
- Provide free and equitable access to authentic, relevant and New Brunswick-focused teaching resources, that connects learning objectives to the broader community and a learner's desired future

The primary focus of this learning is on social entrepreneurship and inspiring learners to solve problems in their community. This learner-driven project will prompt a deep investigation of an issue in the community and guide classes to collaborate in the development and implementation of innovative solutions. The kit is enhanced with expert knowledge from our

partners at Venn Innovation, as well as the following NB Educators and classes, who piloted the kit in the Spring of 2024:

- Melissa Cossaboom - Edith Cavell School, ASD-E
- Lindy Hewett - L. E. Reinsborough Elementary, ASD-N
- Neil Martell - Lakefield Elementary School, ASD-S
- Josie Perry - Mountain View School, ASD-E

Their vital feedback is woven into the finished product, along with suggestions, exemplars, and success stories.

K-2: Primary Block Learners

English Language Arts

- **Interactions** - Big Ideas: Expression, Exchanges, and Reception
- **Reading** - Big Ideas: Vocabulary and Reading Comprehension
- **Representations** - Big Idea: Composition

Mathematics

- **Number** - Big Ideas: Number Sense and Operations
- **Shape and Space** - Big Idea: Measurement

Explore Your World

- **Well-Being** - Big Ideas: Emotional Health and Positive Identities, and Belonging and Interconnectedness
- **Play and Playfulness** - Big Ideas: Imagination and Creativity and Exploration and Problem Solving
- **Diversity and Social Responsibility** - Big Ideas: Inclusiveness and Equity, Democratic Practices, and Sustainable Futures

Visual Arts

- **Create** - Big Idea: Application and Product

In the Kit:

Cross-Curricular Units	Learning Activities Overview	Learning Areas
Innovate	<ul style="list-style-type: none">• Who Am I? Identifying my Passions, Strengths, and Skills• Who Are We? Identifying group Passions, Strengths, and Skills• Problem & Opportunity Identification• Read Aloud: What Do You Do With A Problem? <i>(By: Kobi Yamada)</i>• Goal Setting	English Language Arts, Mathematics, Explore Your World
Develop	<ul style="list-style-type: none">• Adventures in NB: Quick Decision Making Activity• Failing Forward & Building Resiliency• Read Aloud: What Do You Do With An Idea? <i>(By: Kobi Yamada)</i>• Planning Purpose-Full• Considerations: What Is Important to Us?	English Language Arts, Mathematics, Explore Your World
Entrepreneurship	<ul style="list-style-type: none">• On the Ground: Visit to local farmer's markets, invite local entrepreneur to the classroom, or visit a local business• Now What? Sharing Our Idea/Solution• Knowing My Audience• Read Aloud: What Do You Do With A Chance? <i>(By: Kobi Yamada)</i>• Hosting An IDEA Market (classroom or school-wide): Judging, feedback, and recognition	English Language Arts, Mathematics, Explore Your World, Visual Arts

Action	<ul style="list-style-type: none"> • Full Steam Ahead: Enacting Our Solution/Idea • Long-term Planning • Impact & Reflection • Self- Assessment - Re-Do: Who Am I? Identifying my Passions, Strengths, and Skills 	English Language Arts, Mathematics, Explore Your World
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Time Frame:

The K-2 IDEA Market Kit was designed with flexibility in mind - for the educator and the learners. Educators can use the entirety of the guide or select sections of units that fit their class best. Depending on what “opportunity” a class decides to take on, can also affect the timing in which the kit is completed. Generally, plan on **4-6 weeks** for completion, ideally once educators have a strong grasp on who their learners are. Recommended times of the school year to begin and complete: **November - December, January - March, April - May.**

Materials Needed:

- K-2 IDEA Market Kit Educator Guide (with printables provided)
- K-2 IDEA Market Kit PowerPoint
- 3 Read Alouds: What Do You Do With A Problem? What Do You Do With An Idea? What Do You Do With a Chance? (By: Kobi Yamada)
- Chart Paper and Markers
- Pencils and erasers
- Highlighters
- Scissors & Glue
- Counters
- 1 Latex Balloon
- Tapes - clear tape, duct tape, and masking tape, several of each
- Colouring Utensils (markers, crayons or pencil crayons)
- Counters (5 per pair of students)
- Cue Cards
- String
- Clothespins
- Red Ribbon

- Optional:* Recyclable Materials (cardboard, paper, string, water bottles, juice containers, etc.)
- Optional:* Access to Technology for Idea Solutions, as well as Student Presentations of Ideas

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