

# Elementary StartUp Academy

**Goal:** Introduce LevelUp learners to the basics of starting a business or project by sparking their creativity, helping them work in teams, and building confidence to share their ideas.



## Overview of the Week:

1. **Ideate:** Spark creativity and dream up big ideas.
2. **Iterate:** Refine and improve ideas with feedback.
3. **Implement:** Bring ideas to life with hands-on creation.
4. **Improve:** Test, learn, and make further improvements.
5. **Inspire:** Share and celebrate accomplishments with a "StartUp Fair."

# Elementary StartUp Academy

- **Session 1: Ideate**

- **Theme:** Big Ideas

- **Activities:**

- Dream Up a Product: Kids brainstorm fun ideas for things people might need or want. This could be anything from a new toy, a type of snack

- **Session 2: Iterate**

- **Theme:** Make it Better

- **Activities:**

- Build on the Idea: Kids choose one idea and work with friends or a teacher to make it even better. They might think about colours, shapes, or what would make people excited to have it.

- **Session 3: Implement**

- **Theme:** Create Your Product

- **Activities:**

- Make a Model: Using simple materials (like clay, cardboard, or paper), kids make a basic version of their product, like a prototype of a toy, game, or gadget.

- **Session 3: Improve**

- **Theme:** Test and Tweak

- **Activities:**

- Show and Ask for Ideas: Kids share their models with the group, then listen to feedback and think about one or two ways to make their products even better.

- **Session 4: Inspire**

- **Theme:** Share Your Big Idea

- **Activities:**

- Kidpreneur Fair: Each child presents their product in a fun "StartUp Fair." They show off their model, explain what it does, and why they think people would like it.