





Teach young learners to put on their entrepreneurial hats and run their own retail business!

Students in grades 3-6 learn how to start a business, promote their products, track their finances and manage a team. The program uses blended learning and game-based technology to engage students and ignite their passion for business. In addition to in-class lessons, budding entrepreneurs can continue their learning at home using JA's online business simulator.

Volunteer-Led Programs

- JA volunteer(s) facilitate the program activities adding their industry knowledge and perspective to the lessons
- Programs are offered in-class, virtually or live as permitted
- Teacher manages access and supervises students during the program
- Timing and duration of program is flexible

Teacher-Led Programs

- Teachers can facilitate the program activities and lessons directly with their students or monitor their students while they work independently
- JA will provide support and access to the program resources through the JA Campus
- Teachers can lead the program at their own pace
- Programs usually take 2-6 hours to complete





Key Learning Objectives

After completing the program, students will be prepared to:

- Identify different types of organizations
- Understand the basics of managing a business and financial record keeping



- Create and implement a business plan for their own retail business
- Describe their experience in operating a business
- Draw conclusions about planning and running a retail business

This JA program can assist educators and students in achieving curriculum objectives.



"I learned that we all have to work together to make a business successful."

— Grade 6, A Business of Our Own Student



More Information

- <u>Visit JA Canada</u> to learn more about our other programs.
- Contact your local JA office to register or for more details.
- Learn about our free online programs on the <u>JA Campus</u>.