

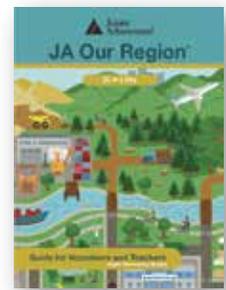
JA Our Region®

JA in a Day (JAID) Program Brief

JA Our Region introduces fourth-grade students to entrepreneurship and upper elementary grades social studies learning objectives, including regions, resources, and supply chains. Hands-on classroom activities provide students with a practical approach to starting a business.

The JA in a Day model consists of five kit-based, volunteer-taught sessions that include primary and secondary objectives from the traditional program. Each JA in a Day session is 35-40 minutes. At the conclusion of the *JA Our Region* JA in a Day program, students will be able to:

- Identify the entrepreneurial skills they have and those they would like to have
- Discuss how entrepreneurs use a community's resources to produce goods and services
- Describe the skills, tasks, and concepts that an entrepreneur must master to start a successful business
- Explain how trade between nations affects their relationships with each other



Session Titles and Summaries:

1

Session One: Be an Entrepreneur

Students explore well-known businesses, their origins, and the traits common to the entrepreneurs who started them.

2

Session Two: Resources—Tools for Entrepreneurs

Students are introduced to resources and how entrepreneurs use resources to offer products and services in a region.

3

Session Three: Hot Dog Stand Game

Students learn about the fundamental tasks performed by a business owner. They play a game and track the revenue and expenses of a business.

4

Session Four: Entrepreneurs Solve Problems

Students journey through the complex world of business problem solving by weighing the potential risks and rewards and tracking the outcome of their decisions.

5

Session Five: Entrepreneurs Go Global

Students demonstrate the supply chain through a hands-on manufacturing and trade experience.



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This program introduces students to entrepreneurship and how entrepreneurs use resources to produce goods and services in a community. Students solve problems by weighing risks and rewards.

Join Junior Achievement's national network of more than 213,000 volunteers and help students in your community connect the dots between what they learn in school and the "business of life"—work readiness, entrepreneurship, and financial literacy.

JA's Turnkey Volunteer Solution:

Personalized Placement

JA works with you to ensure you teach at the location and grade level of your choice.

Comprehensive Training

JA staff provides training so you are comfortable visiting the classroom. You will be trained in classroom management, understanding and delivering the JA curriculum, working with the classroom teacher, and communicating effectively with students.

Minimal Time Commitment

The time commitment is minimal compared to the significant impact you make. This elementary grade program includes five 35- to 40-minute sessions all delivered in a single day.

JA provides you with a kit containing all of the session plans and student materials you'll need to make every minute count.

JA Staff Follow-Up and Support

JA staff is available to answer your questions or make suggestions about your volunteer assignment.



- 1 **JA in a Day Guide for Volunteers and Teachers**
Provides tailored session plans, teaching tips, and talking points for easy classroom delivery.
- 2 **Certificate of Achievement**
Given to students in recognition of their participation.
- 3 **Vocabulary Flash Cards**
Help students learn the program's vocabulary.
- 4 **What Does an Entrepreneur Look Like? Poster**
A colorful visual aide that describes traits common to entrepreneurs.
- 5 **My Entrepreneur Traits Card**
A tool used to identify personal business-success traits.
- 6 **Entrepreneurial Eraselet**
A fun take-away wristband.
- 7 **United States Map Poster**
Helps students to identify geographic regions.
- 8 **JA Our Region Flier**
An activity flier used in Session Two.
- 9 **Business Task Card**
Demonstrates the six tasks important to successful businesses.
- 10 **Hot Dog Stand Game Board**
An engaging way to learn the business basics.
- 11 **Hot Dog Stand Money Tracker**
A revenue and expenses tracking sheet.
- 12 **Problem-Solver Bookmark**
Helps students learn the five steps used to solve a problem.
- 13 **Problem-Solver Catcher**
A handout students open and close to determine price, advertising, and supply for a business.
- 14 **Supply Chain Flier**
An activity flier used in Session Five.