ENTREPRENEURSHIP AND DISCOVERY

for middle school grades 6, 7 or 8

how the programs work

With flexibility of implementation, mxINCredu can be integrated as part of a school’s exploratory rotation, a standalone elective, or directly integrated into a social studies or STEM curriculum. The program includes 41 instructional/executional days supported with well-articulated lesson plans, activities, and an e-commerce marketplace. This is the perfect bridge to entrepreneurship at the High School level.

students work together

Students will work in teams to identify a problem to solve, design and pitch a solution and expose the product or service to the marketplace. Through their experience, they will develop an understanding of how to collaborate, communicate, and make decisions.

Skills Developed

- Adaptability
- Collaboration
- Critical Thinking
- Grit
- Self-Assured
- Problem Solver
- Creativity

engage/authentic/experiential

Students will identify a problem to solve, create a product concept, pitch an idea, and iterate based on market learnings within the e-commerce selling experience. Together with the classroom teacher, this interactive curriculum connects students with volunteer business professionals in the process of becoming entrepreneurs.

Student Journey

1. DISCOVER A PROBLEM, NEED, OR WANT
2. PITCH A BUSINESS IDEA
3. CREATE THE SOLUTION
4. SELL THE SOLUTION
5. ANALYZE THE LEARNING
6. DESIGN A SOLUTION

about us

Uncharted Learning, NFP is a 501(c)3 not for profit organization. Our mission is to bring authentic, rigorous, and experiential education to all students to foster the development of real-world skills.