

ENTREPRENEURSHIP AND DISCOVERY

for middle school grades 6, 7 or 8

Engage middle school students in Career & Technical exploration with a hands-on entrepreneurship experience. This program empowers students with the tools and mindset to explore what it takes to be an entrepreneur, which in turn can help shape their future regardless of path.

how the programs work

With flexibility of implementation, mxINCedu 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

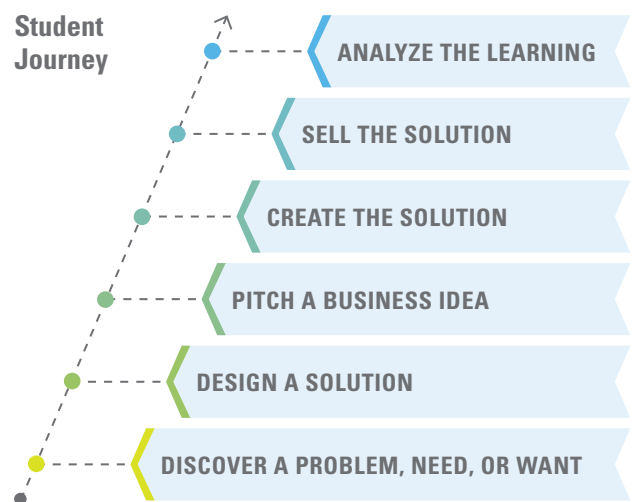
Students will work in teams to identify a problem to solve, design and pitch a solution and expose the product or service to the marketplace. Through their experience, they will develop an understanding of how to collaborate, communicate, and make decisions.

Skills Developed

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

engaging/authentic/experiential

Students will identify a problem to solve, create a product concept, pitch and 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.



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.

ENTREPRENEURSHIP PROGRAMS (4-12)

freshincedu. **incubatoredu.**
mxincedu. **acceleratoredu.**

iOS CODING PROGRAMS (HS)

mobilemakersedu.
mobilemakersstudio.

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