

WEEKLY ELEMENTARY LESSON

#KEEPLARNING



Week Eight: Think Like an Entrepreneur

Overview: This lesson reinforces the roles of an entrepreneur and allows students to see what it takes to become a small business owner. They will play a game to and try to make a profit and earn a name for themselves in the world of robot design. They will increase their knowledge of money management and entrepreneurship.

Preparation: Review the activity and session materials. Make sure your students have all the needed materials to complete the lesson.

Recommended Time: 45 minutes

Materials:

Computer/Tablet with Internet

Paper

Writing Utensil

Printer (optional)

1) Presentation: Begin today's lesson by reviewing the word entrepreneur. Remind students that a person who starts a business is an entrepreneur. Tell your students that if they want become an entrepreneur, they need to think like one.

2) Watch: Have your students watch the video [Cha-Ching Episode 16: Sweet Pepper Designs.](#)

3) Discussion: After you watch the video, ask the following questions. You can ask them verbally or have students write out their answers.

- What did Pepper do to become a successful entrepreneur? Pepper is interested in fashion and design, and created her company from those interests.
- What are some ideas that Pepper had that made her successful? She was willing to make changes when her original ideas did not work and was creative.
- What are some things in life you are interested in?
- Could any of those interests become a business? How?

4) Activity: Robosellers Game

Students are now going to play a game called Robosellers. They should select the photo on the right or select the "Play Robosellers" button below.

Before the students begin playing, read the below information to them.

GAMEPLAY OVERVIEW

You will navigate abandoned planets in search of robot parts to sell on the open market. Maximize your sales by buying low and selling high to merchants across the quadrant. As you successfully grow your business, you will unlock the ability to apply for a loan to open your own robot workshop. Use the parts you find to craft unique robot creations and sell them to make a tidy profit.

GAMEPLAY OBJECTIVE

Players who earn enough money will secure the right to own a robot factory and win the game. Multiple winners are likely.

GAMEPLAY

Gameplay is single-player and takes approximately 30 minutes. The game also can be played in a shared-game approach with pairs or groups discussing strategy while one player navigates.

Next, explain the different phases to your students. Some students may not get out of Phase One, while others may make it all the way to Phase Three. Once you have gone over the details, your students should select the green arrow on their screens to begin. (Note: it does take a minute to load). Students can either play as a guest or create a login.

[Play Robosellers](#)

The Three Phases of Robosellers

PHASE 1

- Players review their Business Plans and select a spaceship.
- Players then travel to different planets, each with its own name, searching for robot parts to sell or trade with local merchants.
- Game hint: Easy-to-access parts from nearby planets cost less than parts recovered from planets farther away.

The Role of Merchants

Each planet has a merchant. Merchants sell fuel for space travel or sell robot parts.

Merchant Tips

- To increase profits quickly, players can choose to purchase merchant tips.
- Buying merchant advice involves risk.
- Players must determine if they can use the information to find a part and sell it before time runs out.
- In Phase 1, a player's business plan will show the robot parts he or she sold and money (jads) earned.

PHASE 2

- A player's business plan tracks the number of robots he or she sold and money (jads) earned.
- Players who meet their Business Plan goals unlock the ability to apply for a loan to acquire their own Robot Design Workshops.
- Players use robot parts to build custom robots, launching a new tier of profit.
- Players must balance robot production with quality control to avoid selling damaged or poor-quality goods.
- Players should focus on building their robots with the premium build option to minimize broken parts.
- In this Phase, merchant tips can increase players' profits on robot sales.

PHASE 3

Players who reach Phase 3 win the game!

5) Discussion:

After they play the game for about 30 minutes, stop the students to see how they did. Some of the students may have moved on to phase two or three and some may still be in phase one. For those that succeed in moving on, what decisions did they make? Did they buy low and sell high? Did they use the merchant tips? Did they create a plan or just move from planet to planet? Are there other tips that worked well or things that did not work well?

While this is just a game, remind students that there are lots of decisions that entrepreneurs need to make in order to be successful and stay in business. Entrepreneurs need to be willing to take a risk, recognize opportunity, be creative and think about the future. Likely those that were successful in the Robosellers game were thinking that way, like an entrepreneur.

The Money JAR - Technology is making it easier to start your own online company. But what are some of the pros and cons to such a venture and what resources are available to assist in an online startup? [Click here](#) to listen to this week's episode, How to Become a Digital Entrepreneur, to hear how Lauren became a successful entrepreneur.

Bonus Activity! Shopping Day

Extended Activity: 15 minutes

Materials:

- Computer/Tablet with
- Internet
- Printer
- Writing Utensil

Overview: Students get to "go shopping" with John. They will help him choose what to buy on his shopping trip and keep track of his spending.

Activity: Students should click on the link down below to open up John's shopping day. Students can print the worksheet or fill it out on their device.

[John's Shopping Day](#)