

# **YOUNG ENTREPRENEUR**

## **PROGRAM®**

### **What is it?**

The Young Entrepreneur Program® is a three-phased interactive program where students learn basic to advanced Entrepreneur principals and skills through use of board games and actual experience.

### **What is the objective?**

The objective is to create a hands-on, fun, and engaging way students learn the principals and skills necessary to becoming a successful entrepreneur. Utilizing board games will aid in the attention span deficits many students manifest due to different learning styles. Moreover, no matter the learning style, the use of games has always been an effective way to input information to the player. Once the students are successful in learning the basic to intermediate skills, actual experience will be the next step to fully understanding how a business operates. Students will create businesses, develop business plans, and carry out those plans, fulfilling the experience of an entrepreneur.

### **What board games will be utilized?**

Monopoly and Cashflow for kids will be the learning tools for students.

### **Why Monopoly and Cashflow?**

Monopoly and Cashflow were both created with the entrepreneur in mind. Both games offer simple and effective ways to understanding entrepreneurial concepts. And, besides, they're both fun.

### **What are the three phases?**

The three phases are: **Phase: Monopoly**, **Phase: Cashflow**, and **Phase: Young Entrepreneur**.

### **Phase: Monopoly**

This phase is for students with academic skills, maturity, and experience ranging from low to medium. The use of Monopoly will aid the student by reinforcing basic math and reading skills, the ability to follow instructions and directions, and problem solving skills. Students will receive introductory lessons on work ethic, differences between employer and employee, accounting, and bankruptcy.

### **Phase: Cashflow**

This phase is for students with academic skills, maturity, and experience ranging from medium to high. The use of Cashflow will aid the student in the training and development of the entrepreneurial mindset. In this phase students' will learn about business structure, capital, investments, expenses, profits and losses, assets, and ownership versus renting.

### **Phase: Young Entrepreneur**

This phase is for students with academic skills, maturity, and experience in the high range. In this phase students' will create ideas and concepts about a particular business and learn how to articulate such ideas and concepts in a business plan. After successful completion of a business plan, students will learn how to execute their plans in real life situations. Key concepts to be learned are: Writing business plans, marketing and analysis, business management.

### **How long is the program?**

The Young Entrepreneur Program is a 10-month program. **Phase: Monopoly** and **Phase: Cashflow** classes shall operate 90 days respectively, and **Phase: Young Entrepreneur** shall be a 4-month class.