



Youth Entrepreneurship Resources



Visit these sites for more information, curriculum and resources related to youth entrepreneurship.

4-H “Be the E” Activity Guide: <https://shop4-h.org/products/entrepreneurship-curriculum-be-the-e-digital-download>

Youth discover the world of entrepreneurship with this multi-level guide. Activities assist youth in learning what it takes to be an entrepreneur. Youth practice the skills needed to function successfully as an entrepreneur and explore types of businesses, products and pricing, marketing, partnership, agreements, and contracts. Youth create a business plan and start their own business.

4-H “Be the E” Helper’s Guide: <https://shop4-h.org/collections/all/products/entrepreneurship-curriculum-helpers-guide?variant=44026969934>

Includes extensive background on life skills, teaching using Experiential Learning Model, background on entrepreneurship & answers to questions in youth manual. Experiential activities correlated to national educational standards.

4-H Consumer Savvy Level 1: The Consumer in Me: <https://shop4-h.org/collections/business-citizenship-curriculum/products/consumer-savvy-curriculum-1-consumer-in-me-digital-download>

Youth will experience what it means to be a consumer through saving, spending and sharing.

4-H Consumer Savvy Level 2: Consumer Wise <https://shop4-h.org/collections/business-citizenship-curriculum/products/consumer-savvy-curriculum-2-consumer-wise-digital-download>

Become a savvy consumer! Practice decision making, learn about advertising, and understand how to be a smart shopper online.

4-H Consumer Savvy Level 3: Consumer Road Map: <https://shop4-h.org/collections/business-citizenship-curriculum/products/consumer-savvy-curriculum-3-consumer-roadmap-digital-download>

Youth will experience what it means to be a consumer through saving, spending, and sharing.



4-H Discover: <https://extension.usu.edu/utah4h/discover>

Utah State Extension has created **free** guides on a wide variety of topics including entrepreneurship and projects areas that can easily be turned into a business.

4-H Entrepreneurship Investigation Helpers Guide: <https://shop4-h.org/collections/business-citizenship-curriculum/products/entrepreneurship-investigation-curriculum-leaders-guide>

This comprehensive guide accompanies ESI Units 1-3. It describes the activity, provides answers to questions, provides a list of supplies needed for each activity, shows the National and State Education Standards, and describes the success indicator for each lesson.

4-H Entrepreneurship Investigation Level 1: Discover the E Scene: <https://shop4-h.org/collections/business-citizenship-curriculum/products/entrepreneurship-investigation-curriculum-1-discover-the-e-scene>

Discovery is what ESI: Unit 1 is all about! Youth will learn about entrepreneurship by investigating businesses in their communities. They will discover the traits of an entrepreneur and take a skills test to see if they have these entrepreneurial traits.

4-H Entrepreneurship Investigation Level 2: The Case of Me: <https://shop4-h.org/collections/business-citizenship-curriculum/products/entrepreneurship-investigation-curriculum-2-the-case-of-me>

Youth will explore the core values of their business and learn how to give back to the community. Time management skills, ethics and legal considerations, professionalism, and relationship building are all themes within Level 2.

4-H Entrepreneurship Investigation Level 3: Your Business Inspection

<https://shop4-h.org/collections/business-citizenship-curriculum/products/entrepreneurship-investigation-curriculum-3-your-business-inspection>

Youth create a Business Plan and plan a marketing strategy. Youth also utilize the internet to promote their product or service to reach a broader audience.



4-H Entrepreneurship Investigation Camp Guide

<https://shop4-h.org/collections/business-citizenship-curriculum/products/entrepreneurship-investigation-camp-guide-with-clifton-youth-strengthsexplorer>

University of Nebraska Extension has combined the "most often used" camp activities into one book to save you time and dollars for your camp experiences. This product includes the Clifton Strengths Explorer, an assessment tool to help identify youths' talents.

4-H Virtual Farm: <http://www.sites.ext.vt.edu/virtualfarm/main.html>

The 4-H Virtual Farm takes you on a tour of a very important industry. Find out why farming is part of your life even if you have never visited a real farm.

4-H YE\$: <https://extension.tennessee.edu/publications/Documents/pb1554.pdf>

This free downloadable activity guide created by University of Tennessee provides entrepreneurial activities to incorporate 4-H projects.

4-H Youth Business Guide to Success:

https://www.canr.msu.edu/youth_business_guide_to_success/index

A curriculum created by Michigan State University Extension for youth ages 12-19 that helps them make the most of their 4-H market animal project. Explore and practice production, management and distribution skills while viewing careers in the world of animal science and agribusiness.

Biz Kid\$: <https://bizkids.com/>

Biz Kid\$ is a national financial literacy initiative based on the Emmy Award-winning public television series where kids teach kids about money and business. The series consists of 65 episodes, each of which reaches more than one million viewers around the world. Using a clever blend of entertainment and education, each episode shows kids how to make and manage money by introducing concepts of financial literacy and entrepreneurship.

Generation E Institute Entrepreneurship Education: <https://genei.org/>

Generation E Institute (GenEI) ignites the entrepreneurial spirit with community programs



that inspire and guide creative thinking to compete in tomorrow's economy. The programs feature action-based learning and give youth hands-on experiential learning through critical thinking exercises, problem-solving activities, and research.

Biz Whiz 101: This program is designed for *elementary school students*. It can be integrated into a classroom or can run as its own program in a community organization. It is developed for students to work together in team businesses. Depending on grade level, students will run a for-profit business or a social enterprise.

Biz Whiz 201: This program is for *middle school students* where they will be encouraged to take their own interests, talents, and abilities, to start and run their own operational businesses.

Biz Whiz 301: This is a program geared towards *high school students* and *young adults*.

The Henry Ford Museum: <https://www.thehenryford.org/>

The Henry Ford offers curriculum-aligned education programs, on-line tools for the classroom, digital collections, Innovation Nation a weekly tv show, resource bank, field trips and much more.

Junior Achievement USA: <https://jausa.ja.org/index>

Junior Achievement is the largest organization dedicated to giving young people the knowledge and skills they need to own their economic success, plan for their futures, and make smart academic and economic choices. JA's programs—in the core content areas of work readiness, entrepreneurship and financial literacy—ignite the spark in young people to experience and realize the opportunities and realities of work and life in the 21st century. Junior Achievement USA is providing free online resources to teachers and parents. Downloadable activities can be found here: <https://sites.google.com/ja.org/ja-ed-resources/home>

Lemonade Day: <http://lemonadeday.org/>

Lemonade Day is a fun, experiential program that teaches youth how to start, own and operate their very own business - a lemonade stand. Each year, in participating cities,



youth can experience entrepreneurship by setting up their business during their city's community-wide Lemonade Day.

Michigan Council on Economic Education (MCEE): <https://www.michiganecon.org/>

Affiliated with the National Council for Economic Education, the MCEE provides in-service and pre-service training for teachers, develops and distributes curriculum materials, builds excitement for learning through student competitions, offers guidance to school systems seeking advice on curriculum development, and recognizes teachers and school systems for outstanding endeavors.

Michigan Youth Farm Stands Project Toolkit:

https://www.canr.msu.edu/resources/michigan_youth_farm_stands_tool_kit

This tool kit is designed to guide a team of youth and adults through planning and putting into action a local food project: a youth-run farm stand. It offers 32 learning activities that cover the food system, growing food, business planning and marketing.

National Consortium for Entrepreneurship Education: <http://www.entre-ed.org/>

EntreEd provides a strong collective network for entrepreneurial educators and professionals representing all aspects of entrepreneurial education. We support you and your entrepreneurial programming, initiatives, and innovations by offering a rich array of professional development options, resources, events, and networking opportunities.

National Consortium for Entrepreneurship Education Academy: <https://www.entre-ed.org/entreed-academy>

The National Consortium for Entrepreneurship Education (EntreEd) presents immersive digital courses for K-12 educators to gain an understanding of entrepreneurship education, best practices for aligning entrepreneurship in their classroom, and resources to help students succeed in their future careers.

National Foundation for Teaching Entrepreneurship: <http://www.nfte.com>

Network for Teaching Entrepreneurship (NFTE) is a global educational nonprofit focused on bringing the power of entrepreneurship to youth in low-income communities. Free resources such as downloadable posters on entrepreneurial topics, toolkits for competition, and interactive digital learning resources can be found here:

<https://www.nfte.com/free-resources/>



Northern Michigan University's Center for Economic Education and Entrepreneurship:

<https://www.nmu.edu/ceee/>

The Center for Economic Education and Entrepreneurship is dedicated to support K-12 educators, K-16 students, and parents of students about the economic way of thinking in the context of a free-market system and instilling in them an appreciation for these useful tools and their application.

TRUIC-How to Start an LLC: <https://howtostartanllc.com/>

This site discusses the steps one would need to take to start an LLC. It also has a number of tools to generate business ideas, business names, and logos.

US Patent & Trademark Office: <http://www.uspto.gov/kids/>

At this web site, young people can learn about and file for patents and trademarks. The site has numerous activities, videos, links, and downloads for kids, teens, parents and teachers.

U.S. Small Business Administration-Young Entrepreneur Course:

<https://www.sba.gov/course/young-entrepreneurs>

This course introduces young entrepreneurs to the basics of creating and financing a successful business. You will learn to evaluate your ideas, choose the best financing options and legally register your business. The course will point you to the resources you need on your entrepreneurial journey.

Yippee!: <https://yippee.exchange/>

Find high-quality K-12 entrepreneurship educational resources by joining the marketplace. Connect with your peers. Empower your students. All for free.

Young Entrepreneur: <http://www.entrepreneur.com/tsu/index.html>

Videos, articles, and webinars to assist young entrepreneurs in starting a business.

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