

PRODUCTS

TITLE: Playful souvenir

AGE GROUP: 9-11

DURATION: Weekly project.

LEARNING OUTCOME: Provide opportunities for learners to understand the nature, sources and uses of money

KEY CONCEPTS: Creativity, entrepreneurship, production, product, teamwork, value creation, price, earnings, salary, profit, consumption, investment.

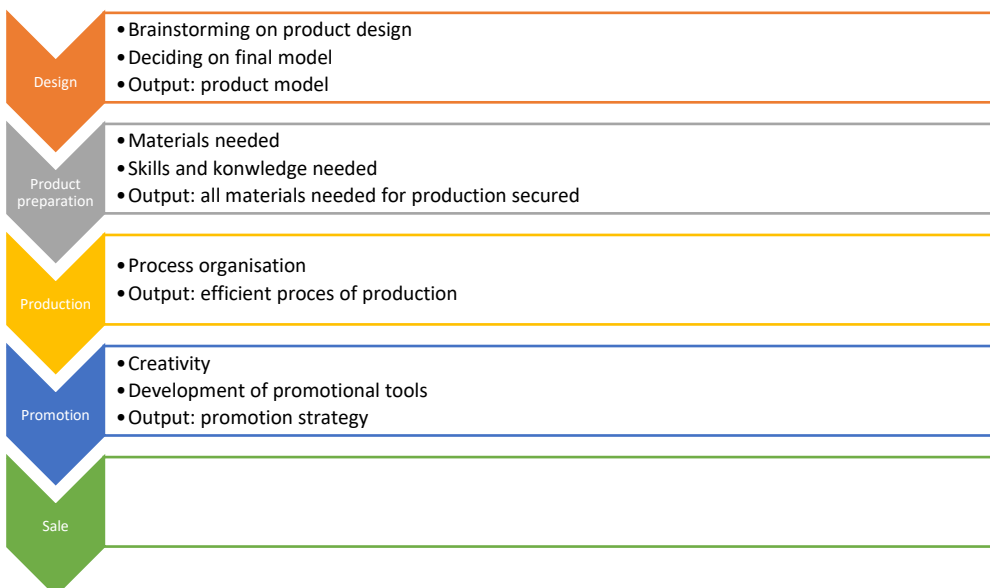
MATERIALS NEEDED: Depending on student plans and decisions.

LESSON DESCRIPTION:

Organize students into three teams:

- The first team in charge of the production of souvenir umbrellas (wooden construction, wool knitting),
- The second team to produce souvenir packaging (gluing and decorating cardboard boxes, packing umbrellas into boxes)
- The third team to prepare advertising (posters).

Project stages:



Each team was given task description. Students work on their respective outputs taking into account the division of work in the team and the efficiency of each team. They controlled the time and quality of the product development, created posters and slogans to promote the product. Students determined the cost of production and the price of the product and calculated the possible profit on that basis. Upon completion of product development, each team presented their work to the other teams.

After the workshop, students publicly presented the entire workshop, which followed a joint event where, in front of other students from the school, parents, teachers, local community representatives and the media, they showed what they produced, what they learned and what they learned.