Starting a business

5 Recommended
5th grade

Length
50-100 minutes

About this lesson

In this lesson, students will learn how entrepreneurs start a business to solve a problem, match entrepreneurial skills to business startup tasks, and consider the risks and rewards of starting their own imaginary business.

Learning objectives

By the end of this lesson, students will:

- Define what an entrepreneur does
- Understand that entrepreneurship comes with both risks and rewards
- Match entrepreneurial skills to business start-up tasks
- Reflect on how they would solve a problem by starting a business

Driving question

What does it take to start your own business?

Future-ready skills

Critical thinking   Career awareness   Creative thinking

Lesson breakdown

30-40 minutes

Activity 1 - Mission: Starting a business

Direct students to complete **Mission: Starting a business**, where they will explore the risks and rewards of entrepreneurship.

20-60 minutes

In-real-life mission: Build a booming business!

In this extension activity, students create a business plan to sell a product or service. They do research and make a video, poster, report, drawing, or collage of their plan. Students present the plan to the class, a friend, or a family member or make a video of their pitch. They then upload the artefact to **Storyboard** and reflect on what they learned.

⚙ Xello entry points

Students can begin right away with **Mission: Starting a business**. As part of the extension activity, students will upload their business plan to **Storyboard** and reflect on what they learned about the topic and themselves.

Vocabulary

- Entrepreneur
- Venture
- Opportunity
- Risk
- Reward
- Demand

Student handouts

Click the link below to open the handout in Google Docs. Click **File** and **Make a copy** to save it to your own Google Drive. Now you can make your changes to the handout before sharing with students! Or, under **File**, click **Download** so you can begin sharing the PDF, as is.

Copy student handout

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