

An Introduction for the Classroom Teacher/ Adult

Congratulations on becoming part of the weird and wonderful world of gadgetry. In simplistic terms, a 'Gadget Shop' gives your school the opportunity to fundraise by selling scientific/ mathematical toys that compliment aspects of the National Science and Maths Curriculums. At least 10% of all sales go directly to your school.

The 'Gadget Shop' revolution is hitting schools right across the country; through their fundraising activities, schools are reporting massive successes and we hope that your school can achieve this too.

But a 'Gadget Shop' has always been about much more than simply raising money for schools; one of our three primary aims is to help children to develop an understanding of the lives of entrepreneurs, whilst encouraging successful entrepreneurial skills development. That's why we've invented this activities pack.

The Primary Curriculum for England notes in all of its KS2, subject specific documentation that teacher's should be actively engaged in 'Promoting other aspects of the curriculum...' such as '...enterprise and entrepreneurial skills...' Here at Popcorn Education (the secret secluded Cornish warehouse, where we test out all of our wonderful gadgets) we realise that teachers need a little help to fit all of this into their busy schedules. We hope that you enjoy using our activities pack.

Enclosed are five unique activities. Each of the activities is designed to be used independently, by a group of 3-4 children. Of course, should you wish to, there is no reason why you cannot use the activities with your whole class. However, the final activity, the classroom assembly, would be best suited to a small group of children.

If you have too little time to complete all of the activities, we suggest that activities 2,3 and 5 are the most important; ultimately we all want your 'Gadget Shop' to be a success and these activities will help you to fulfil this goal. Failing all else, we believe that activity 5 is essential to complete if you wish your 'Gadget Shop' to be a success.

Should you have questions or queries regarding this pack, please contact support@popcorneducation.co.uk for further information.

An introduction for the pupils (aka 'The Bosses')

Hello and welcome to this fantastic activities pack which is going to help you to make your 'Gadget Shop' a MASSIVE SUCCESS!

My name is 'Popcorn' and I am the inventor of the 'Gadget Shop' for Schools.

From the very beginning I want to make one thing very clear, so here it goes...

Your 'Gadget Shop' is YOUR BUSINESS. If you're hoping to make it very successful, and make lots of money for your school, then you need to make sure you work hard, but also that you have lots of FUN.

No one likes a business that's not fun- especially me! Down in Cornwall my entire home is filled with gadgets and toys and I love it! If your 'Gadget Shop' is going to be successful then you need to get PASSIONATE about gadgets; that's where the activities below step in...

These activities will be great fun; but make sure that you work hard and give as many of them a go as possible! If all else fails, make sure that you complete activity 5; it will help you to gain confidence and tell your whole school about your FANTASTIC 'GADGET SHOP'!

Before you go any further, you may wish to know what an entrepreneur actually is. Below I have noted two of my favourite definitions.

1. An entrepreneur is a person who organizes and manages a business. Operating a business takes certain skills. Few people have all the skills needed to run a business, but they can compensate for their weaknesses by...becoming more knowledgeable through education or training.
2. The word derives from the French "entre" (to enter) and "prendre" (to take), and in a general sense applies to any person starting a new project or trying a new opportunity.

Activity 1: Whose Business is this anyway?

In business, it's important to have a plan. This activity helps you to work out exactly what you want to achieve from your 'Gadget Shop'.

Business aim:

All successful businesses need a plan. As we all want your business to be successful, it is now time to make a personal plan for your 'Gadget Shop'.

What should we have achieved by the end of this activity?

By the end of this activity you will have set yourselves three very simple business objectives. This will be like writing a checklist of things you would like to achieve by the end of your school event.

Why are we doing this activity?

In business it's important to have a clear understanding of your company's goals. That way, when your 'Gadget shop' is all over, you can assess how successful your company has been.

The activity:

Get a large sheet of paper (perhaps A3 or even A2) and place a big bubble in the middle of the page. Now write the words 'Our Business Goals' in the centre.

Around the outside of the bubble write down everything you would like to achieve by the end of your school fair. You may wish to include:

- A target for how many gadgets you would like to sell.
- A new skill that you would like to develop (such as the ability to sell gadgets to your friends, or have the confidence to stand up in assembly to talk to the school).
- A target for how you would like your stall to look (e.g. would you like your friends to be simply satisfied with how your stall looks, or would you like them to be amazed?)

Now highlight or circle the three targets you would definitely like to achieve by the end of your school's fair. Hey Presto! You have just completed activity 1.

Did we manage to meet our business aim?

Have you managed to write down three targets for your 'Gadget Shop'? Did one include successful marketing? Did one include sales targets? Did one include having fun? These are just my ideas- I hope you came up with many other!

Activity 2: Getting Practical

Ask your teacher for permission before completing this activity. Every good business knows their products inside out; they know every detail about what they sell so that they can tell their customers why they are so good! This activity lets you play with some of your products so that you are aware of what you are selling.

Business aim:

You are going to look at some of the toys in your 'Gadget Shop', have a play with them and come up with a list of things that make them SPECIAL.

What should we have achieved by the end of this activity?

For each of the products you test, you must write down at least three things that you like about them.

Why are we doing this activity?

Every good business knows their products inside out; they know every detail about what they sell so that they can tell their customers why they are so good!

The activity:

For this activity you need to choose between 3-5 products to focus on in more detail. If you are unsure which products to pick, we would recommend you choose three products which have a immediate impact on an audience.

Begin by opening up each of the items carefully (making sure you have permission from your teacher). Then have a play with each of the Gadgets!

Now get a big sheet of paper and write the names of each of the products inside three big bubbles. Drawing arrows away from the bubbles, like a mind map, write down everything you like about each of the products.

Think about:

- What do they look like?
- What do they sound like?
- What do they feel like?
- What can you do with the product?
- What makes the product special?

Did we manage to meet our business aim?

Imagine someone asked you the question: "Why should I buy that?"

Do you think that you could now convince them to buy that gadget? If not, perhaps try to convince one of your friends, using all of the wonderful ideas you've suggested in the activity above.