

## LEARNING EXPERIENCE OVERVIEW

# JA Our Nation<sup>®</sup>

- ▶ Work and Career Readiness
- ▶ Financial Literacy
- ▶ Entrepreneurial Mindset



*JA Our Nation* introduces fifth graders to key aspects of the nation's economy, skill development, career exploration, and community involvement. Through interactive games and activities, students explore competition, innovation, career options, and the importance of giving back. This learning experience helps students understand how their skills and actions contribute to both personal success and the greater good. It blends real-world learning with hands-on activities including a Science, Technology, Engineering, and Mathematics (STEM) innovation challenge and games that link students' skills and interests to potential career paths.

In *JA Our Nation 2.0*, students kick off each session with "The Adventures of Jade and Jake," an engaging comic featuring aspiring entrepreneur Jade and her best dog friend, Jack. Throughout the learning experience, students explore the connection between their current interests and future careers, collaborate with peers in a STEM design process, and learn the importance of competition in innovation. The learning experience introduces a school-to-home component, expanding learning beyond the classroom.

## CONCEPTS

businesses, careers, collaboration, communication, community, competition, competitor, consumer, critical thinking, employees, employers, engineering, entrepreneurial characteristics, free market economy, goods and services, human capital, innovation, interests, interdependence, invention, producer, product, product differentiation, profit, skills, technology, transferable skills, work readiness

## SKILLS

analyzing information, analyzing occupations, brainstorming, creative thinking, categorizing data, collaboration, decision making, designing, estimating, following written instructions, interpersonal skills, interpreting economic issues, map reading, networking, oral and written communication, organizing information, pricing, prioritizing, problem solving, reasoning, speaking and listening, STEM skills, teamwork, transferable skills, working cooperatively, working in pairs, written communication

## LEARNING EXPERIENCE HIGHLIGHTS

- Five 45-minute sessions
- High-quality, approachable lessons with engaging, hands-on activities that incorporate future-ready and real-world concepts
- School-to-home activities that extend the lessons from the classroom to students' families and their own communities
- JA Mindset<sup>™</sup> infused into sessions through "The Adventures of Jade and Jack" and accompanying activities and talking points
- Age-appropriate content in financial literacy and work readiness with entrepreneurial mindset woven throughout

## CURRICULUM OUTLINE

Session	Overview Students:	Objectives Students will be able to:	Activities Students:
<b>SESSION ONE</b> <b>Winning With Competition</b>	<ul style="list-style-type: none"> <li>Learn about the nation's market economy, consisting of consumers and producers, and how price, variety, and quality are affected by competition while they play a pricing game.</li> </ul>	<ul style="list-style-type: none"> <li>Recognize the United States as a nation with a market economy.</li> <li>Explain how competition between producers has an impact on consumers.</li> <li>Describe how consumer decisions have an impact on producers.</li> </ul>	<ul style="list-style-type: none"> <li>Work in small groups to choose prices for specified products.</li> <li>Receive points for selecting the ideal prices as scenario complexity increases with the introduction of competition and innovation.</li> </ul>
<b>SESSION TWO</b> <b>Innovation Nation</b>	<ul style="list-style-type: none"> <li>Explore how they can improve products or processes to benefit both people and the environment.</li> <li>Engage in problem-solving and innovation to enhance sustainability.</li> </ul>	<ul style="list-style-type: none"> <li>Analyze how businesses create sustainable products or processes.</li> <li>Design an innovation that increases sustainability in process or product using a STEM design process.</li> <li>Summarize the reasoning behind an innovation.</li> </ul>	<ul style="list-style-type: none"> <li>Brainstorm, share ideas, refine and finalize an innovative idea for a sustainable product, package, or process.</li> <li>Explain their idea through drawing and labeling.</li> </ul>
<b>SESSION THREE</b> <b>Success Skills</b>	<ul style="list-style-type: none"> <li>Play a board game to understand and explore transferable skills and apply those skills to life and work situations.</li> <li>Ask the question: "What skills will help me be successful in my job or career?" to help them to evaluate their own transferable skills.</li> </ul>	<ul style="list-style-type: none"> <li>Identify the transferable skills that employers find valuable in their employees.</li> <li>Apply transferable skills to work and life situations.</li> <li>Evaluate personal transferable skills.</li> </ul>	<ul style="list-style-type: none"> <li>Play a board game using Skills and Challenge Cards to identify transferable skills.</li> <li>Tally their scores to determine the winner.</li> </ul>
<b>SESSION FOUR</b> <b>Career Horizons</b>	<ul style="list-style-type: none"> <li>Explore how their interests and skills can guide them in considering various jobs and careers in the nation.</li> <li>Review different occupations and reflect on how their strengths and passions influence the type of work they might want to pursue.</li> </ul>	<ul style="list-style-type: none"> <li>Assess personal skills and interests.</li> <li>Summarize relationships between education, skills, and income in diverse occupations.</li> <li>Compare information about job qualifications to weigh potential career ideas.</li> </ul>	<ul style="list-style-type: none"> <li>Select interests and skills from a list.</li> <li>Play a card game to explore a wide variety of job roles with the goal of finding a job they like that also matches their skills and interests.</li> </ul>
<b>SESSION FIVE</b> <b>Connecting for a Cause</b>	<ul style="list-style-type: none"> <li>Explore the idea of philanthropy and the importance of helping others.</li> <li>Brainstorm the resources needed to create a community center.</li> <li>Network with one another to locate, negotiate, and trade for time, treasure, and talent resources required to complete their projects.</li> </ul>	<ul style="list-style-type: none"> <li>Give examples of how working with others can result in a greater impact.</li> <li>Explain how people give of their time, talent, and treasure to improve the lives of others.</li> <li>Express how using empathy helps us understand and meet people's needs.</li> </ul>	<ul style="list-style-type: none"> <li>Work in small groups to plan how to meet a community need by building assigned parts of a community center.</li> <li>Evaluate their time, talent, and treasure tiles against their project tile to determine their project needs.</li> <li>Network with other groups to trade for the tiles they need.</li> </ul>