

STUDENTS, RISE UP!

HELP THE WORLD. Turn your HIVE idea into a real business by opening a Full Adventure at bizzyb.com. Your good deeds will be recognized as part of these important Global Student Challenges:



Want More?

More HIVE™ Sprints and Full Adventures at BizzyB.com:



AND MORE!

TEACHERS: Free BizzyB HIVE™ Downloads

HIVE™ Sprint Worksheets and Teacher Guides are available free. Download 30-Min and 1-Day versions at BizzyB.com.



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bizzyb adventure series



TEACHERS GUIDE
HIVE is an invention system for students grades 3 and up.

UPCYCLE ALLEY

Recycled Maker Products 30-Min Sprint

"BEE" A HERO!

Invent a business to help



CONTINUE PROJECTS AT BIZZYB.COM:

Students interested in turning HIVE ideas into launch-ready projects should be directed to resources at bizzyb.com

HIVE™ "BEESNESS" PLAN

INSTRUCTIONS

BUDLOWRUPLGHDVQGHQWUHUÉDORQHSWKHUH

1. PRODUCT. UDEZUGHLERISURGFVCEURFM

2. OFFER. Name your price and RWKHULPSRUWDQWWHUPV

3. STORE. UDEZUGHLERISURGFVCEURFM

4. GOALS. ENDEORDONRURMEMA

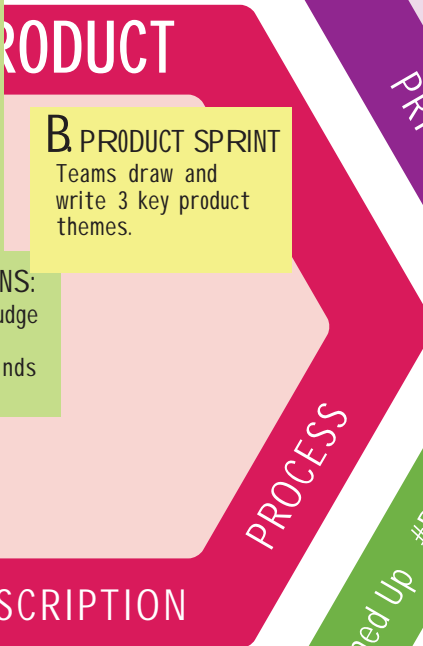
&PSDQ\ _____

BEHV _____

A. TEAM SPRINT
Assign or allow self-selection. Consider allowing teams to re-select in subsequent sprints.

PRE-EVENT PREP:

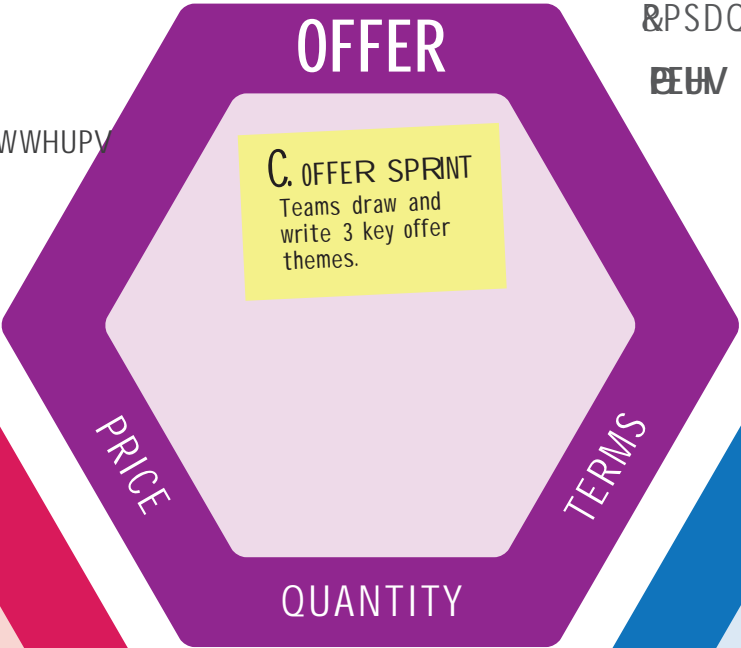
- * Stickies ("Post Its")
- * Pens
- * Team Tables
- * Optional: Mentor Tables
- * Optional: computers with bizzyb.com



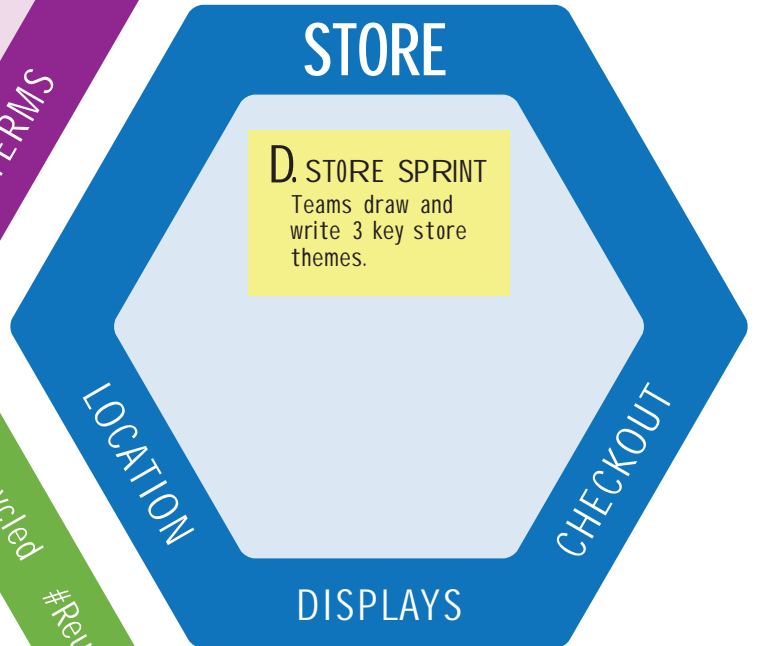
B. PRODUCT SPRINT
Teams draw and write 3 key product themes.

SHOWCASE OPTIONS:

- * Have Mentors judge
- * Invite judges
- * Invite fam/friends
- * Record video



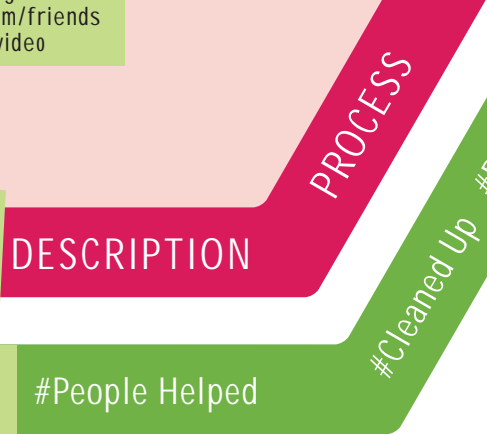
C. OFFER SPRINT
Teams draw and write 3 key offer themes.



D. STORE SPRINT
Teams draw and write 3 key store themes.

SCHEDULE
Divide available time into 6 equal parts (5 Sprints & 1 Pitch Show)

BRAINSTORM TIP
Encourage adjusting prior ideas/content as sprints progress.



GOALS
PLANET GOAL

RDO _____
HVL _____

#People Helped
PEOPLE GOAL

RISE UP!

URK, WDEE

EHRXWHGLOOREDOWXHOW&DOGHUWV



F. PITCH SPRINT
Teams create and rehearse a 1-min concept pitch.

PROFIT GOALS

G. PITCH SHOWCASE

- * 1-min Pitch each
- * Timer to measure
- * 2-3 mins Q&A each

Team Rewards % _____ Save or % _____

RQDWH% _____
WR&DULW% _____

Continue Projects at BizzyB