Digital Creator Business

Ages 13-15 | Tech Builders

Plan a small digital product while practicing safe sharing.

How to use this guide

Read each section, complete its four lab steps, then answer the questions in the online course. The online progress bar advances only after four correct answers.

Section 1: Branding

LEARNING GOAL: Branding. Your finished work should demonstrate: An original product concept.

EXPLAIN THE CONCEPT: A brand helps someone recognize a product. A clear name and simple promise are more useful than copying another creator. Think about where you might use this skill in a real or imaginary project. Describe the problem it helps you solve and how you would recognize a successful result.

ORIGINAL PROJECT LAB: 1. Choose a pretend digital product. 2. Write who it helps and what it does. 3. Sketch a name and a simple mark you created. 4. Ask a family member what they think the product does. Finished result: An original product concept.

EXPLAIN THE MECHANISM: A brand helps an audience recognize a product and understand its purpose. A clear promise should match what the product actually does. A name and logo do not prove quality, and copying another creator’s identity can confuse people.

WORKED CASE: For a fictional printable puzzle pack, the promise might be five short paper logic puzzles with answer explanations. That is more testable than the best learning product ever. Design an original name and mark, then ask a helper what they expect from that promise.

TEST AND JUSTIFY: Compare the helper’s expectation with the sample pack. Revise a misleading label rather than adding more decoration. Use invented business details and original artwork; ask an adult before checking real names, creating accounts, or selling anything.

GO DEEPER: Identify an assumption, test a safe alternative, and explain the trade-off. Keep a short before-and-after record that someone else could follow.

SAFETY CHECK: Recognize phishing and social engineering, secure accounts, understand privacy settings, and perform cyber labs only with authorization. Use pretend data,

never real passwords or private information. Stop and ask a trusted adult if anything seems unsafe.

REVIEW QUESTIONS: What is the main idea? Why does the first step matter? How would you detect a mistake? What evidence proves the result? What would you improve? Answer in your own words before taking the quiz.

PORTFOLIO REFLECTION: Save a drawing, sanitized screenshot, or short note describing the goal, your approach, your evidence, and one lesson learned. Expected result: An original product concept.

Investigate with pictures and choices

A brand promises instant success for every buyer.

What should be revised?

1. Only the logo size
2. The customer name
3. The unsupported promise

Worked reasoning

Answer: The unsupported promise. Claims should accurately describe what the product can deliver.

Try a changed example

Write a clearer statement of audience and product purpose.

Picture and meaning matches

Brand: Communicates a purpose

Budget: Tracks costs and revenue

Safe selling: Protects personal information

Ways to respond

Choose, point, draw, demonstrate, type, speak or use your usual communication tool. A helper can operate the controls while you choose.

Counting support if useful

Use zero to ten counters or dots. Touch each once. The last count names the quantity. Rearrange the same set and check whether anything was added or removed. Choose this foundation practice only when it fits the learner goal.

My notes: _____

Hands-on lab

1. Choose a pretend digital product.
2. Write who it helps and what it does.
3. Sketch a name and a simple mark you created.
4. Ask a family member what they think the product does.

Finished result: An original product concept.

Check your understanding

1. Which idea best describes Branding?

A. A budget compares expected costs and income.

B. A brand helps someone recognize a product.

C. Selling online involves privacy, permission, and truthful descriptions.

D. It has no purpose in this project.

2. What is the first step in this lab?

A. Write who it helps and what it does.

B. Sketch a name and a simple mark you created.

C. Choose a pretend digital product.

D. Ask a family member what they think the product does.

3. What should you do after step two?

A. Write who it helps and what it does.

B. Ask a family member what they think the product does.

C. Choose a pretend digital product.

D. Sketch a name and a simple mark you created.

4. Which result shows that your lab is finished?

A. An original product concept.

B. A copied answer without checking it

C. A skipped lab

D. A blank page with no work

Answer review

1. B. A brand helps someone recognize a product.
2. C. Start with: Choose a pretend digital product.
3. D. Step three is: Sketch a name and a simple mark you created.
4. A. The goal is: An original product concept.

Section 2: Budgeting

LEARNING GOAL: Budgeting. Your finished work should demonstrate: A basic sample budget.

EXPLAIN THE CONCEPT: A budget compares expected costs and income. Estimates are guesses that should be checked before spending money. Think about where you might use this skill in a real or imaginary project. Describe the problem it helps you solve and how you would recognize a successful result.
ORIGINAL PROJECT LAB: 1. List three possible costs for your pretend product. 2. Choose reasonable sample amounts. 3. Add the costs and compare them with a sample price. 4. Write one way to reduce a cost. Finished result: A basic sample budget.
EXPLAIN THE MECHANISM: A budget separates income, costs, and the assumptions behind an estimate. Revenue is money from sales; profit in this simplified model is revenue minus the stated costs. A classroom calculation does not include every tax, fee, refund, or legal obligation of a real business.
WORKED CASE: For a fictional pack, fixed preparation cost is $12 and per-copy cost is $1. At a $4 selling price and five copies, revenue is $20; costs are $12 + $5 = $17; the simplified profit is $3. Four copies would exactly cover the stated $16 cost.
TEST AND JUSTIFY: Recalculate for zero and three sales. Zero sales still leaves the $12 fixed cost. Label estimates and omitted costs. Do not spend money or open a payment account for this activity; an adult must manage any real commercial steps.
GO DEEPER: Identify an assumption, test a safe alternative, and explain the trade-off. Keep a short before-and-after record that someone else could follow.
SAFETY CHECK: Recognize phishing and social engineering, secure accounts, understand privacy settings, and perform cyber labs only with authorization. Use pretend data, never real passwords or private information. Stop and ask a trusted adult if anything seems unsafe.
REVIEW QUESTIONS: What is the main idea? Why does the first step matter? How would you detect a mistake? What evidence proves the result? What would you improve? Answer in your own words before taking the quiz.
PORTFOLIO REFLECTION: Save a drawing, sanitized screenshot, or short note describing the goal, your approach, your evidence, and one lesson learned. Expected result: A basic sample budget.

Investigate with pictures and choices

A product sells for $4. Each costs $1 to make and fixed cost is $12.
What is profit after five sales in this simplified model?

1. $8
2. $3
3. $20

Worked reasoning

Answer: $3. Revenue is $20. Costs are $12 + $5 = $17. Profit is $3.

Try a changed example

Calculate the result for four sales and state what costs are excluded.

Picture and meaning matches

Brand: Communicates a purpose

Budget: Tracks costs and revenue

Safe selling: Protects personal information

Ways to respond

Choose, point, draw, demonstrate, type, speak or use your usual communication tool.

A helper can operate the controls while you choose.

Counting support if useful

Use zero to ten counters or dots. Touch each once. The last count names the quantity. Rearrange the same set and check whether anything was added or removed.

Choose this foundation practice only when it fits the learner goal.

My notes: _____

Hands-on lab

1. List three possible costs for your pretend product.
2. Choose reasonable sample amounts.
3. Add the costs and compare them with a sample price.
4. Write one way to reduce a cost.

Finished result: A basic sample budget.

Check your understanding

1. Which idea best describes Budgeting?

A. A budget compares expected costs and income.

B. Selling online involves privacy, permission, and truthful descriptions.

C. It has no purpose in this project.

D. A brand helps someone recognize a product.

2. What is the first step in this lab?

A. Add the costs and compare them with a sample price.

B. List three possible costs for your pretend product.

C. Write one way to reduce a cost.

D. Choose reasonable sample amounts.

3. What should you do after step two?

A. Write one way to reduce a cost.

B. List three possible costs for your pretend product.

C. Add the costs and compare them with a sample price.

D. Choose reasonable sample amounts.

4. Which result shows that your lab is finished?

A. A copied answer without checking it

B. A skipped lab

C. A blank page with no work

D. A basic sample budget.

Answer review

1. A. A budget compares expected costs and income.

2. B. Start with: List three possible costs for your pretend product.

3. C. Step three is: Add the costs and compare them with a sample price.

4. D. The goal is: A basic sample budget.

Section 3: Online safety

LEARNING GOAL: Online safety. Your finished work should demonstrate: A safer product description.

EXPLAIN THE CONCEPT: Selling online involves privacy, permission, and truthful descriptions. A parent or guardian should manage any real account or payment. Think about where you might use this skill in a real or imaginary project. Describe the problem it helps you solve and how you would recognize a successful result.

ORIGINAL PROJECT LAB: 1. Write a product description without private details. 2. Circle any claim you cannot prove. 3. Replace those claims with accurate wording. 4. Ask a trusted adult to review before sharing publicly. Finished result: A safer product description.

EXPLAIN THE MECHANISM: A public product page can expose information through text, pictures, contact details, or file contents. A responsible listing describes what is included and avoids claims it cannot support. Real selling accounts and payments must be handled by a parent or guardian.

WORKED CASE: Review a fictional puzzle listing that includes a child's school and promises guaranteed top grades. Remove the private school detail and replace the unsupported promise with a precise description of the puzzles and answer guide. Do not publish the practice listing.
TEST AND JUSTIFY: Check images and downloadable files for names or private information as well as the page text. Use adult-checked assets and clear permission records. A friendly buyer message does not make it safe to share codes, addresses, or private account screenshots.
GO DEEPER: Identify an assumption, test a safe alternative, and explain the trade-off. Keep a short before-and-after record that someone else could follow.
SAFETY CHECK: Recognize phishing and social engineering, secure accounts, understand privacy settings, and perform cyber labs only with authorization. Use pretend data, never real passwords or private information. Stop and ask a trusted adult if anything seems unsafe.
REVIEW QUESTIONS: What is the main idea? Why does the first step matter? How would you detect a mistake? What evidence proves the result? What would you improve? Answer in your own words before taking the quiz.
PORTFOLIO REFLECTION: Save a drawing, sanitized screenshot, or short note describing the goal, your approach, your evidence, and one lesson learned. Expected result: A safer product description.

Investigate with pictures and choices

An unknown buyer asks for a home address.
What should a young creator do?
1. Use a parent-approved selling process
2. Share private information immediately
3. Send a password instead

Worked reasoning

Answer: Use a parent-approved selling process. A trusted adult should manage age-appropriate sales and personal-data decisions.

Try a changed example

Use a fictional customer conversation to rehearse the boundary.

Picture and meaning matches

Brand: Communicates a purpose

Budget: Tracks costs and revenue

Safe selling: Protects personal information

Ways to respond

Choose, point, draw, demonstrate, type, speak or use your usual communication tool.

A helper can operate the controls while you choose.

Counting support if useful

Use zero to ten counters or dots. Touch each once. The last count names the quantity. Rearrange the same set and check whether anything was added or removed.

Choose this foundation practice only when it fits the learner goal.

My notes: _____

Hands-on lab

1. Write a product description without private details.
2. Circle any claim you cannot prove.
3. Replace those claims with accurate wording.
4. Ask a trusted adult to review before sharing publicly.

Finished result: A safer product description.

Check your understanding

1. Which idea best describes Online safety?

A. Selling online involves privacy, permission, and truthful descriptions.

B. A budget compares expected costs and income.

C. It has no purpose in this project.

D. A brand helps someone recognize a product.

2. What is the first step in this lab?

A. Replace those claims with accurate wording.

B. Write a product description without private details.

C. Ask a trusted adult to review before sharing publicly.

D. Circle any claim you cannot prove.

3. What should you do after step two?

A. Ask a trusted adult to review before sharing publicly.

B. Write a product description without private details.

C. Replace those claims with accurate wording.

D. Circle any claim you cannot prove.

4. Which result shows that your lab is finished?

A. A copied answer without checking it

B. A skipped lab

C. A blank page with no work

D. A safer product description.

Answer review

1. A. Selling online involves privacy, permission, and truthful descriptions.
2. B. Start with: Write a product description without private details.
3. C. Step three is: Replace those claims with accurate wording.
4. D. The goal is: A safer product description.

Section 4: Guided Project & Worked Examples

COURSE INVESTIGATION: Revenue is not profit

YOUR PRACTICE INPUT: A pretend digital booklet sells 12 copies at 4 practice dollars each. Materials and approved platform costs total 18 practice dollars.

WHY IT WORKS: Revenue is 12 x 4 = 48. Subtracting the stated costs gives 30 before any other costs; the exercise makes no real sales.

PLAN BEFORE YOU ACT: Draw or write the starting state, the question you need to answer, and the evidence you expect to see. A paper trace is acceptable; label it as a prediction unless you actually run a test.

WORK THE CASE: Prepare a simple budget with assumptions, break-even reasoning, and a parent-reviewed plan for privacy and payments.

COMPARE WITH THE EXPECTED RESULT: The worksheet separates sales, costs, and the limited profit calculation. No real checkout or customer information is required.

EXPLAIN YOUR REASONING: Show the connection between the supplied input, each decision, and your result. If a number, label, or observation differs, return to the first differing step rather than changing several things together.

KEEP YOUR EVIDENCE: Save the initial plan, a drawing or sanitized output, and one explanation of what the result does and does not prove. Use pointing, speech, drawing, typing, or your usual communication method.

LEARNING GOAL: Guided Project & Worked Examples. Your finished work should demonstrate: A completed guided project with documented evidence: One-page business plan, Budget/pricing sheet, Brand mockup, Safety/ethics checklist.

EXPLAIN THE CONCEPT: Review the course concepts through two applied examples. Calculate simple cost, price, revenue, and profit for a fictional digital product. Compare a clear value proposition with a vague product description. Guided project:

Create a safe mini business plan with audience, problem, product, pricing, budget, brand, delivery, and parent-reviewed online-safety plan. Work with synthetic or fictional information and ask an adult for help when appropriate. Think about where you might use this skill in a real or imaginary project. Describe the problem it helps you solve and how you would recognize a successful result.

ORIGINAL PROJECT LAB: 1. Read both worked examples and explain the reasoning. 2. Create a safe mini business plan with audience, problem, product, pricing, budget, brand, delivery, and parent-reviewed online-safety plan. 3. Record the steps you completed and the result you observed. 4. Compare your result to the goal and correct one issue. Finished result: A completed guided project with documented evidence: One-page business plan, Budget/pricing sheet, Brand mockup, Safety/ethics checklist.

EXPLAIN THE MECHANISM: Prepare a pretend product brief with an original brand, sample puzzle, accurate description, and simple budget. Keep the work as a classroom prototype. No payments, orders, customer records, or real account setup are needed.

WORKED CASE: Use the $12 fixed cost, $1 per-copy cost, and $4 price. Show outcomes for three, four, and five copies: simplified profit is -$3, $0, and $3. Explain why selling one more copy changes profit by $3 in this model rather than by the whole $4 price.

TEST AND JUSTIFY: Ask a helper whether the sample matches the description. Check the draft for private information and unsupported claims. Present the assumptions beside the calculations so the numbers do not look like guaranteed real-world earnings.

GO DEEPER: Identify an assumption, test a safe alternative, and explain the trade-off. Keep a short before-and-after record that someone else could follow.

SAFETY CHECK: Recognize phishing and social engineering, secure accounts, understand privacy settings, and perform cyber labs only with authorization. Use pretend data, never real passwords or private information. Stop and ask a trusted adult if anything seems unsafe.

REVIEW QUESTIONS: What is the main idea? Why does the first step matter? How would you detect a mistake? What evidence proves the result? What would you improve? Answer in your own words before taking the quiz.

PORTFOLIO REFLECTION: Save a drawing, sanitized screenshot, or short note describing the goal, your approach, your evidence, and one lesson learned. Expected result: A

completed guided project with documented evidence: One-page business plan, Budget/pricing sheet, Brand mockup, Safety/ethics checklist.

Investigate with pictures and choices

You want to price an original design.

What evidence helps the decision?

1. Only a competitor screenshot
2. A guaranteed-profit slogan
3. Costs, audience and a realistic value claim

Worked reasoning

Answer: Costs, audience and a realistic value claim. A business plan states assumptions rather than promising outcomes.

Try a changed example

Change one cost and recalculate the simplified margin.

Picture and meaning matches

Brand: Communicates a purpose

Budget: Tracks costs and revenue

Safe selling: Protects personal information

Ways to respond

Choose, point, draw, demonstrate, type, speak or use your usual communication tool. A helper can operate the controls while you choose.

Counting support if useful

Use zero to ten counters or dots. Touch each once. The last count names the quantity. Rearrange the same set and check whether anything was added or removed. Choose this foundation practice only when it fits the learner goal.

My notes: _____

Hands-on lab

1. Read both worked examples and explain the reasoning.
2. Create a safe mini business plan with audience, problem, product, pricing, budget, brand, delivery, and parent-reviewed online-safety plan.
3. Record the steps you completed and the result you observed.

4. Compare your result to the goal and correct one issue.

Finished result: A completed guided project with documented evidence: One-page business plan, Budget/pricing sheet, Brand mockup, Safety/ethics checklist.

Check your understanding

1. Which idea best describes Guided Project & Worked Examples?

A. A brand helps someone recognize a product.

B. Review the course concepts through two applied examples.

C. A budget compares expected costs and income.

D. It has no purpose in this project.

2. What is the first step in this lab?

A. Create a safe mini business plan with audience, problem, product, pricing, budget, brand, delivery, and parent-reviewed online-safety plan.

B. Record the steps you completed and the result you observed.

C. Read both worked examples and explain the reasoning.

D. Compare your result to the goal and correct one issue.

3. What should you do after step two?

A. Create a safe mini business plan with audience, problem, product, pricing, budget, brand, delivery, and parent-reviewed online-safety plan.

B. Compare your result to the goal and correct one issue.

C. Read both worked examples and explain the reasoning.

D. Record the steps you completed and the result you observed.

4. Which result shows that your lab is finished?

A. A completed guided project with documented evidence: One-page business plan, Budget/pricing sheet, Brand mockup, Safety/ethics checklist.

B. A copied answer without checking it

C. A skipped lab

D. A blank page with no work

Answer review

1. B. Review the course concepts through two applied examples.

2. C. Start with: Read both worked examples and explain the reasoning.

3. D. Step three is: Record the steps you completed and the result you observed.

4. A. The goal is: A completed guided project with documented evidence: One-page business plan, Budget/pricing sheet, Brand mockup, Safety/ethics checklist.

Section 5: Independent Challenge & Mastery

INDEPENDENT TRANSFER CASE: Revenue is not profit

KEEP THE ORIGINAL BASELINE: A pretend digital booklet sells 12 copies at 4 practice

dollars each. Materials and approved platform costs total 18 practice dollars.
CHANGE ONE CONDITION: Only eight copies sell while the same 18 of costs remain. The result becomes 32 18 = 14.
YOUR TASK: Prepare a simple budget with assumptions, break-even reasoning, and a parent-reviewed plan for privacy and payments.
PREDICT, THEN CHECK: State which part of your original reasoning should remain true and which part must be recalculated or retested. Keep the original and changed results side by side.
REVIEW CRITERIA: The worksheet separates sales, costs, and the limited profit calculation. No real checkout or customer information is required.
MENTOR DISCUSSION: Explain why the changed condition matters. Identify a tempting wrong conclusion, show the observation that would challenge it, and choose one next test. A statement of uncertainty is better than inventing a result.
PORTFOLIO NOTE: Keep your baseline, changed input, prediction, observed or paper-traced result, explanation, and one improvement. These practice prompts do not replace the course's existing quiz or final assessment.
LEARNING GOAL: Independent Challenge & Mastery. Your finished work should demonstrate: An independent demonstration with evidence: One-page business plan, Budget/pricing sheet, Brand mockup, Safety/ethics checklist.
EXPLAIN THE CONCEPT: Apply what you learned without copying the guided solution. Independent challenge: Review a pretend storefront for privacy, misleading claims, copyright, payment, and scam risks; propose corrections. Safety and responsibility: A minor should not independently enter contracts, payments, private customer contact, or off-platform transactions; involve a parent/guardian. Reflect on your work: What did you build or discover? What did you test or change after feedback? What safe or responsible choice did you make? Think about where you might use this skill in a real or imaginary project. Describe the problem it helps you solve and how you would recognize a successful result.
ORIGINAL PROJECT LAB: 1. Explain the challenge and make a short plan. 2. Review a pretend storefront for privacy, misleading claims, copyright, payment, and scam risks; propose corrections. 3. Test the result and record evidence of your work. 4. Review the safety scenario and describe one improvement. Finished result: An independent demonstration with evidence: One-page business plan, Budget/pricing

sheet, Brand mockup, Safety/ethics checklist.
EXPLAIN THE MECHANISM: Design a different fictional digital product and explain who it helps, what it includes, and how you would test its usefulness. Choose your own hypothetical costs and price. Do not collect real customer information.
WORKED CASE: If your product earns $5 per copy but has a $2 per-copy cost, each sale contributes $3 toward fixed costs in the simplified model. A $15 fixed cost would require five copies to cover the stated costs. Additional fees would change that result.
TEST AND JUSTIFY: Present a truthful sample listing, original asset record, budget for several sales levels, and privacy review. State the model's limits and the adult-managed steps required before real selling. Success is a defensible plan, not a promised income target.
GO DEEPER: Identify an assumption, test a safe alternative, and explain the trade-off. Keep a short before-and-after record that someone else could follow.
SAFETY CHECK: Recognize phishing and social engineering, secure accounts, understand privacy settings, and perform cyber labs only with authorization. Use pretend data, never real passwords or private information. Stop and ask a trusted adult if anything seems unsafe.
REVIEW QUESTIONS: What is the main idea? Why does the first step matter? How would you detect a mistake? What evidence proves the result? What would you improve? Answer in your own words before taking the quiz.
PORTFOLIO REFLECTION: Save a drawing, sanitized screenshot, or short note describing the goal, your approach, your evidence, and one lesson learned. Expected result: An independent demonstration with evidence: One-page business plan, Budget/pricing sheet, Brand mockup, Safety/ethics checklist.

Investigate with pictures and choices

A project uses a copied illustration with no permission.
What needs review before sharing?
1. Whether copying was quick
2. Reuse rights or an original alternative
3. Only the file extension

Worked reasoning

Answer: Reuse rights or an original alternative. Credit alone does not necessarily

grant reuse permission.

Try a changed example

Replace it with your own illustration and document what changed.

Picture and meaning matches

Brand: Communicates a purpose

Budget: Tracks costs and revenue

Safe selling: Protects personal information

Ways to respond

Choose, point, draw, demonstrate, type, speak or use your usual communication tool.

A helper can operate the controls while you choose.

Counting support if useful

Use zero to ten counters or dots. Touch each once. The last count names the quantity. Rearrange the same set and check whether anything was added or removed.

Choose this foundation practice only when it fits the learner goal.

My notes: _____

Hands-on lab

1. Explain the challenge and make a short plan.
2. Review a pretend storefront for privacy, misleading claims, copyright, payment, and scam risks; propose corrections.
3. Test the result and record evidence of your work.
4. Review the safety scenario and describe one improvement.

Finished result: An independent demonstration with evidence: One-page business plan, Budget/pricing sheet, Brand mockup, Safety/ethics checklist.

Check your understanding

1. Which idea best describes Independent Challenge & Mastery?

A. It has no purpose in this project.

B. A brand helps someone recognize a product.

C. Apply what you learned without copying the guided solution.

D. A budget compares expected costs and income.

2. What is the first step in this lab?

A. Review the safety scenario and describe one improvement.

B. Review a pretend storefront for privacy, misleading claims, copyright, payment,

and scam risks; propose corrections.

C. Test the result and record evidence of your work.

D. Explain the challenge and make a short plan.

3. What should you do after step two?

A. Test the result and record evidence of your work.

B. Review a pretend storefront for privacy, misleading claims, copyright, payment, and scam risks; propose corrections.

C. Review the safety scenario and describe one improvement.

D. Explain the challenge and make a short plan.

4. Which result shows that your lab is finished?

A. A blank page with no work

B. An independent demonstration with evidence: One-page business plan, Budget/pricing sheet, Brand mockup, Safety/ethics checklist.

C. A copied answer without checking it

D. A skipped lab

Answer review

1. C. Apply what you learned without copying the guided solution.
2. D. Start with: Explain the challenge and make a short plan.
3. A. Step three is: Test the result and record evidence of your work.
4. B. The goal is: An independent demonstration with evidence: One-page business plan, Budget/pricing sheet, Brand mockup, Safety/ethics checklist.

Mastery & safe-use plan

Ages 13-15

Digital safety: Recognize phishing and social engineering, secure accounts, understand privacy settings, and perform cyber labs only with authorization.

AI literacy: Evaluate bias, hallucinations, deepfakes, privacy risks, attribution, and responsible model use.

Challenge: Complete an independent debugging, defense, data, or design scenario with documented reasoning.

Portfolio: Publish a sanitized project artifact with README-style purpose, steps, screenshots or evidence, and lessons learned.

Mastery check: Explain the design, demonstrate testing, identify a security or ethics risk, and defend one improvement.

Project worksheet

My project: Plan a safe digital product

Who will use or review it? _____

My plan: _____

Checkpoint 1: An original product concept.

Checkpoint 2: A basic sample budget.

Checkpoint 3: A safer product description.

Checkpoint 4: A completed guided project with documented evidence: One-page business plan, Budget/pricing sheet, Brand mockup, Safety/ethics checklist.

Checkpoint 5: An independent demonstration with evidence: One-page business plan, Budget/pricing sheet, Brand mockup, Safety/ethics checklist.

One thing I tested: _____

One thing I changed after testing: _____

What I learned: _____

Trusted adult or mentor feedback: _____

Family review

Show your finished work to a trusted adult. Explain one thing you learned and one thing you would improve.

Beat IT Kids | For learning at home. Do not put real passwords or private details in practice projects.