FOOTPRINTS FOR LEARNING CHARTER ACADEMY
Global Perspectives | Entrepreneurial Spirit | Academic Excellence

DOCUMENT: P8.0 ENTREPRENEURSHIP PROGRAMMING
Authority: Footprints for Learning Society
School: Footprints for Learning Charter Academy (FLCA)
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1. Program Overview & Operational Philosophy
Footprints for Learning Charter Academy (FLCA) provides a public charter education framework where academic learning and holistic wellness are designed through entrepreneurship. Partnering with **Uncharted Learning**, FLCA delivers real-world, open-venture curricula from Kindergarten through Grade 12. Students identify authentic problems, design innovative solutions, iterate business models, and launch real products or services.
The program operates on a **Continuous Quality Improvement (CQI)** cycle built on a **4-D Framework—Discovery, Design, Development, and Delivery**—paired with structured reflection and iteration. This experiential model aligns directly with Alberta Education's Business Education and CTS frameworks and FLCA's Charter mandate.

DISCOVERY (Problem Identification)
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DESIGN (Solution Prototyping)
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DEVELOPMENT (Iteration & Testing)
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DELIVERY (Market Pitch & Sales)
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ITERATIONS

2. Grade-Band Instructional Progression
Instruction is scaffolded across five distinct developmental bands to build venture mindsets and practical business skills.
Grades K–3: EAC Member Hub & Foundational Infusion

- **Curriculum Platform:** EAC Member Hub (Embedded Learning).

- **Instructional Focus:** Early learners are introduced to entrepreneurial thinking by embedding problem-solving and innovation directly into Alberta core subjects.
- **Key Activities:** Story-based problem solving, collaborative group challenges, and simple product creation tied to classroom units.
- **Capstone Integration:** Homeroom-embedded learning booth showcasing the 4-D process at the annual Market Fair.

Grades 4–5: freshINCedu (Elementary Incubator)

- **Curriculum Platform:** freshINCedu (25 structured lessons + 5 sales blocks).
- **Instructional Focus:** Students form teams to navigate the 4-D framework, developing a foundational understanding of market needs, product iteration, and basic financial concepts.
- **Grade-Level Focus Topics:**
    - **Grade 4:** Food and Tourism
    - **Grade 5:** Retail and Agriculture
- **Capstone Deliverable:** 4 to 6 student team booths per cohort presenting final physical products or services at the Elementary Market Fair.

Grades 6–7: mxINCedu (Middle School Startup Experience)

- **Curriculum Platform:** mxINCedu (Experiential multi-block program).
- **Instructional Focus:** Student teams conduct market research within designated focus areas, design viable products or services, utilize business canvas modeling, and leverage local business mentorship.
- **Grade-Level Focus Topics:**
    - **Grade 6:** Technology and Construction
    - **Grade 7:** Environment, Health, and Government
- **E-Commerce & Tech Integration:** Access to Uncharted Learning's proprietary e-commerce marketplace platform for live product uploading and digital sales analytics tracking.
- **Capstone Deliverable:** Formal pitch and live venture exhibition at the Middle/High School Market Fair.

Grades 8–9: MobileMakersEdu & Advanced mxINCedu

- **Curriculum Platform:** MobileMakersEdu & mxINCedu Advanced.
- **Instructional Focus:** Combines app software development with real-world venture design.
- **Grade-Level Focus Topics:**
    - **Grade 8 & 9:** Education, Media, and Energy
- **Technical Skills:** Swift and Xcode development tools. Grade 8 students deconstruct and analyze mobile apps, while Grade 9 students code, build, and deploy custom iOS apps targeting community problems.
- **Capstone Deliverable:** Digital app showcase and interactive booth display demonstrating software build and design iteration at the Market Fair.

Grades 10–12: High School Entrepreneurship Suite (CTS Credit Bundles)

- **Curriculum Platforms:** entreINCedu, INCubatoredu, and ACCELeratoredu.
- **entreINCedu (Grade 10 - Semestered):** Focuses on business fundamentals, personal branding, project management, financial modeling, and design thinking culminating in a community impact initiative.
- **INCubatoredu (Grades 11/12 - Full-Year 5-Credit CTS Bundle):** Student startups iterate viable

ventures under the guidance of industry coaches and volunteer mentors. The year concludes with a formal pitch to external investors for seed capital.

- **ACCELeratoredu (Grade 12 - Full-Year 5-Credit CTS Bundle):** High-level startup accelerator focusing on legal entity formation, customer acquisition, operational supply chains, financial scaling, and market traction.
- **Capstone Deliverable:** Shark-tank style pitch event, investor showcase, and primary booth exhibitions at the High School Market Fair.

3. Complementary Pillars & Cross-Curricular Integration

Entrepreneurship at FLCA operates as an integrated ecosystem rather than an isolated subject.

FLCA CHARTER FRAMEWORK
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INDEPENDENT COURSE - Uncharted Learning Curricula Adapted
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CORE COURSE INFUSION - Documented in monthly FLCA Entrepreneurship Newsletter
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GLOBAL AWARENESS - Entrepreneurship Competencies applied to world perspective
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SPANISH CORE - Language of Commerce
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MARKET FAIR(S) - Capstone projects and networking

1. **Spanish Language Studies (K–12 Core):** Taught daily through Comprehensible Input (CI), Sonrisas, and TPRS methodologies as the primary language of global trade and commerce.
2. **Global Awareness (K–12 Elective/Core Context):** Students examine global continents as economic systems, resource networks, and cultural markets.
3. **Core Curriculum Infusion:** All homeroom and subject teachers integrate monthly entrepreneurial competencies into standard Alberta Program of Studies coursework, documented monthly in the *FLCA ENTRE Newsletter*.

4. Competencies, Values & Learner Outcomes

Essential Learning Values

- **Creativity:** Imagining novel solutions.
- **Courage:** Taking calculated venture risks and embracing failure as learning.
- **Openness:** Receiving feedback and iterating designs.
- **Empathy:** Understanding customer needs and societal pain points.
- **Character:** Operating with business ethics and integrity.
- **Service:** Creating ventures that benefit the community.

Business Skills Matrix (Harvard Business School MODEL Aligned)

Students acquire core competencies mapped against workplace success domains:

- Data Analysis & Economic Reasoning
- Financial Accounting & Budgeting
- Communication, Pitching & Negotiation

- Emotional Intelligence & Leadership
- Project Management & Team Collaboration

5. Student Evaluation Framework
Assessment reflects experiential development, product execution, and active growth mindset.

Assessment Component	Weight	Key Deliverables & Evidence
Learning Portfolio	**40%**	Business model canvas drafts, 4-D research logs, market research notes, reflection journals, and self/peer evaluations.
Product Portfolio	**40%**	Final physical or digital prototype, financial model/budget, marketing collaterals, app codebase, and Market Fair booth display.
Engagement & Mindset	**20%**	Team collaboration, mentor meeting participation, pitch performance, resilience through iterations, and event professionalism.

6. Community Incubators & Capstone Events
- **Annual Market Fairs (K–6 & 7–12):** Community events where student ventures exhibit, pitch, and sell products or services to parents, peers, and industry judges.
- **Fox's Den:** Pop-up retail space located in the FLCA foyer during lunch hours, allowing student startups to run real transactions with proceeds benefiting chosen charities.
- **Fox's Pitch Night:** Evening community showcase for top-performing student teams to pitch before a panel of business leaders and community members. Pending Development.

DOCUMENT 2: FLCA ENTREPRENEURSHIP SCOPE & SEQUENCE
Grades K–12 Instructional & Capstone Progression
Program Focus: Experiential startup development, 4-D iteration, cross-curricular infusion, mobile development, and real-world venture creation framed by the FLCA Charter and Uncharted Learning.

Grade / Level	Assigned Focus Topic	Universal Process &	Special Projects, Events &

		Pedagogical Focus (4-D Phase)	Capstone Deliverables
Kindergarten	Community Helpers & Needs	**Discovery:** Observing classroom and community needs; cooperative play and problem sharing.	Homeroom Embedded Booth at Market Fair; Hispanic Heritage & Cultural Events.
Grade 1	Classroom & Home Solutions	**Discovery & Design:** Brainstorming solutions; simple hands-on crafting and group creation.	Grade 1 Market Fair Questionnaire; Embedded Learning Showcase Booth.
Grade 2	Local Community & School Services	**Design & Development:** Storyboarding ideas; collaborative building and active listening.	Grade 2 Market Fair Questionnaire; Embedded Learning Showcase Booth.
Grade 3	Regional Resources & Products	**Development:** Simple prototyping, team role sharing, and practice describing product features.	Grade 3 Market Fair Questionnaire; Class Venture Display.
Grade 4	**Food and Tourism**	**4-D Full Cycle:** Discovering consumer wants	Elementary Market Fair Booth; Team

		in tourism/food; designing physical products; basic pricing.	Elevator Pitch Practice; Grade 4–6 Questionnaire.
Grade 5	**Retail and Agriculture**	**4-D Full Cycle:** Market research in retail/agri-business; product iteration, cost calculation, marketing.	Elementary Market Fair Booth; freshINC Sales Blocks; Online Storefront Setup.
Grade 6	**Technology and Construction**	**Discovery & Design Focus:** Problem identification in tech/construction; Business Model Canvas drafting.	Middle/High School Market Fair Booth; Digital E-Commerce Store Listing.
Grade 7	**Environment, Health, and Government**	**Development & Iteration:** Prototyping environmental/health solutions; peer testing and budget refinement.	Middle/High School Market Fair Booth; Mentor Coaching Sessions; Fox's Den Pop-Up.
Grade 8	**Education, Media, and Energy**	**App Deconstruction & Design:** Deconstructing existing mobile software; user interface (UI) modeling.	Market Fair Interactive Display; App Deconstruction Pitch; Fox's Lunch Initiative.

Grade 9	**Education, Media, and Energy**	**Development & Xcode Build:** Programming mobile app solutions using Swift and Xcode; beta testing.	Mobile App Showcase; Market Fair Technology Booth; Fox's Pitch Night Entry.
Grade 10	**Community Impact & Business Foundations**	**Design Thinking & Execution:** Financial management, personal branding, project logistics, social impact.	Community Impact Project Pitch; High School Market Fair Exhibition.
Grade 11	**Student Choice Startup Validation**	**Lean Startup Validation:** Customer discovery, MVP testing, financial modeling, mentor-led pivots.	Year-End Investor Pitch (Shark Tank Style); Seed Funding Pitch; Market Fair Booth.
Grade 12	**Market Launch & Scaling**	**Market Traction & Scaling:** Legal entity formation, supply chain management, real customer acquisition.	Formal Venture Acceleration Launch; Fox's Pitch Night Keynote Presentation; Market Fair.