Start Something™

INDEPENDENT STUDY - PARENT PREVIEW & COURSE OUTLINE

Entrepreneurship, innovation and independent project development

NOTICE → CHOOSE → BUILD → TEST → LEARN

What is Start Something™?

A project-based independent study that helps a teen move from noticing an opportunity to researching, designing, testing, and evaluating a real product, service, or community-impact project. The course emphasizes resourcefulness, evidence-based decisions, financial understanding, action, reflection, and growing independence.

Designed for

- High-school homeschool students who want a practical entrepreneurship elective.
- Teens who already have an idea or business and want to improve or test something new.
- Teens who do not yet have an idea and need a structured process for finding one.
- Students interested in making a product, providing a paid service, or solving a community need.

Course structure

Suggested learning time	Approximately 60 documented hours
Credit planning	Designed as a proposed 1/2-credit elective; the parent or accepting school determines credit
Format	13 units + real-world project work + evidence + final portfolio
Project pathways	Maker / Service Provider / Community Service

What students actually do

Students do more than read about entrepreneurship. They investigate problems, compare ideas, research customers, calculate costs and pricing, create an offer, develop a minimum viable test, communicate value, carry out an approved real-world experiment, collect evidence, and reflect on what happened.

This preview is intentionally high level.

The complete workbook contains the student prompts, response pages, fieldwork directions, evidence checklists, logs, portfolio requirements, and final reflection materials. Those pages are not reproduced in this preview.

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Course Outline: 13 Units

Each unit builds on the previous one. Suggested hours are planning targets; students record actual time worked.

Unit	Stage	Topic	Top-level focus
01	**NOTICE**	Start Here (2 hrs)	Define entrepreneurship broadly and study how different people notice opportunities and take action.
02	**NOTICE**	My Skills + Interests (3 hrs)	Identify strengths, interests, experience, tools, relationships, and resources the student can draw on.
03	**NOTICE**	Problem Hunt (6 hrs)	Observe real environments, identify needs or frustrations, and research whether the problems are genuine.
04	**NOTICE**	Turn Problems Into Ideas (5 hrs)	Generate multiple possible solutions and compare products, services, and community responses.
05	**CHOOSE**	Choose an Idea (4 hrs)	Evaluate feasibility, interest, demand, costs, resources, risks, and unknowns before choosing a project.
06	**CHOOSE**	Meet Your Customer (6 hrs)	Define who the project serves and use appropriate research, observation, or interviews to understand real needs.
07	**BUILD**	My Offer (5 hrs)	Turn a broad idea into a clear product, service, or community project that someone can understand.
08	**BUILD**	Money Basics + My Price (6 hrs)	Explore startup costs, ongoing costs, pricing or project budgeting, revenue, and basic financial scenarios.
09	**BUILD**	Make It Smaller (5 hrs)	Design a minimum viable version or test that can produce useful information without overbuilding.
10	**BUILD**	My Simple Marketing Message (5 hrs)	Identify audience, message, communication channels, and create simple materials that explain the offer.
11	**TEST**	Test It in the Real World (7 hrs)	Conduct an approved experiment, gather feedback or results, and revise based on evidence.
12	**TEST**	My 7-Day Action Plan (3 hrs)	Break the next goal into concrete actions, deadlines, resources, and responsibilities.
13	**LEARN**	What Happened? My Decisions (3 hrs)	Compare expectations with results, evaluate the project, document learning, and determine the next step.

Three ways to complete the same course

MAKER
Develop a product, baked good, design, invention, or other tangible/creative offering.

SERVICE PROVIDER
Develop or improve a service such as lawn care, tutoring, detailing, technology help, or creative work.

COMMUNITY SERVICE
Identify a community need and organize a service project, social-impact effort, or nonprofit-style response.

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What the Complete Workbook Includes

Student course guide: How to use the workbook, the 60-hour roadmap, expectations, and project-path choices.

13 integrated units: Original Start Something™ workshop concepts combined with deeper independent-study activities.

Research + real-world application: Reading, observation, customer discovery, comparison research, budgeting, prototyping, testing, and revision.

Evidence checklists: Clear reminders of what students should save to demonstrate the learning completed in each unit.

Learning-time documentation: Reusable logs for recording actual time, activities, and supporting evidence without double-counting work.

Final portfolio tools: Self-assessment, final reflection, project evidence, learning summary, and completion documentation.

Safety + parent oversight: Prompts for adult approval, appropriate supervision, permissions, privacy, and project-specific requirements.

Parent / Tutor Role

The adult does not need to be an entrepreneurship expert. The role is to approve appropriate activities, help the student locate reliable resources, ask questions rather than supply answers, review evidence and actual time worked, and evaluate completion of the learning objectives and final portfolio.

A useful coaching approach

- What problem are you trying to solve?
- What evidence do you have?
- What could you try on a smaller scale?
- What resource do you already have?
- What did you learn from what happened?
- What is your next move?

Important credit note

The workbook is designed around approximately 60 documented hours as a proposed half-credit high-school elective. Completing a set number of hours does not, by itself, guarantee that a school or institution will award or accept credit. Homeschool parents and any school that will issue or accept the credit should determine their own requirements.

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Interested in the complete workbook?

The full student edition includes the complete activities, response pages, project assignments, evidence tools, time logs, and final portfolio materials.

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