

Time	Day 1 – Problem & Idea	Day 2 – From Solution to Business	Day 3 – Pitch & Investment
7:00		Breakfast	
8:00– 12:00		Ski Pass	
12:00		Lunch	
13:30		Transport to Facilities	
14:00–14:30	Ice-breaking Game	Warm-up Game: "Needs of People" (act out roles: student, parent, teacher, shopkeeper – what do they need?)	Warm-up Game: "Investor & Entrepreneur" role play
14:40–15:10	Workshop 1: Identify the Problem – What problems exist? – What solutions already exist? – What's missing?	Workshop 5: Market Needs & Product – Who will use it? – What features should it have? – Draw a product poster.	Workshop 8: Pitching Basics – How to tell your story in 3 min – Practice with a partner
15:20–15:50	Workshop 2: My Innovative Solution – Kids brainstorm their own unique solution – Draw or build quick sketch prototype	Workshop 6: Cost & Profit Game – evaluate my product	Workshop 9: Investment Fair – Each student pitches to peers – Everyone invests fake money
15:50–16:00	Short Break + snacks time	Short Break + snacks time	Short Break + snacks time
16:00–16:20	Workshop 3: My problem	Workshop 7: Improve My Product (teams give feedback & refine product)	Pitch Contest – Each child presents to group – Judges + peers "invest"
16:30–16:50	Workshop 4: My solution	Calligraphy workshop	
17:00–18:00	Presentation time: My Problem → My Solution presentation	My Presentation: My product	Award Ceremony – Winner = most investment – Everyone gets certificate/prize
18:00		Transport to Facilities	