JA Global Marketplace®

■ Financial Literacy

JA Global Marketplace introduces middle school students to the global marketplace and the ways in which countries buy and sell from each other. Through completion of this Learning Experience, students will gain an understanding of producers and consumers in the interconnected global market. They will analyze the similarities and differences among countries and the effects of free enterprise.

JA Global Marketplace consists of seven 45-minute sessions and offers two implementation options—basic or advanced.

- **Basic** implementation includes Sessions One–Six delivered by the volunteer.
- **Advanced** implementation includes Sessions One–Six delivered by the volunteer and Session Seven delivered by the teacher or volunteer.

Basic or advanced implementation depends on educator requirements and correlations to local standards. Contact your local JA Area staff to find out which implementation will be used.

Join Junior Achievement's national network of volunteers and help students in your community connect the dots between what they learn in school and the "business of life"—work readiness, entrepreneurship, and financial literacy.

JA'S TURNKEY VOLUNTEER SOLUTION

Personalized Placement

JA works with you to ensure you teach at the location and grade level of your choice.

Comprehensive Training

JA staff provides training so you are comfortable visiting the classroom. Training also will be available in the Learning Platform so you are familiar with the program. Training topics include working with students and the classroom teacher, and understanding and facilitating the JA program.

Flexible Time Commitment through Blended Learning

The time commitment is flexible to maximize the impact you make. Middle school classes include six or seven 45-minute sessions.

JA Staff Follow-Up and Support

JA staff is available to answer your questions or make suggestions about your volunteer assignment.

Junior Achievement™

JA Global Marketplace

SESSION HIGHLIGHTS

Business and Customer (volunteer-led)

Students learn about the relationship between businesses and their customers and the mutually beneficial exchange of products and services. As they explore the global marketplace, students connect well-known products and businesses to their countries of origin.

Business and Culture (volunteer-led)

Students learn that businesses must understand cultural differences in order to meet customers' needs and make a profit in different countries. By examining the different habits of international customers, students learn about international etiquette and broaden their perspectives.

Global Trade (volunteer-led)

Students learn that businesses trade in order to obtain products and services that customers want or need. Students learn about imports and exports, examine the ways technology has improved international trade, and participate in a global trade game.

Why Countries Specialize (volunteer-led)

Students learn that modern countries cannot provide all of the products and services that their people want and need. Therefore, businesses in different countries focus their efforts on specializing in specific resources or producing smaller parts of a product. Students look at examples of specialized global manufacturing, discuss how it affects trade, and consider the trade-offs of interdependence.

Trade Barriers (volunteer-led)

Students explore the types of restrictions that governments place on international trade. They learn about tariffs, quotas, subsidies, and standards and how these barriers affect governments, businesses, and customers.

Currency (volunteer-led)

Students explore the concept of international currencies. They learn about variable exchange rates, currency converters, and how to compare the prices of products from around the world.

Global Workforce (volunteer- or teacher-led)

Students take on the role of international business owners, reviewing the skills and experience of potential employees to learn about skills what's required to be competitive in the global marketplace.