



FAMILY GUIDE | GIRLS AGED 9-14

SHE RUNS A REAL BUSINESS

Nine months. Two public events. Every part of the business cycle - twice.



REAL MONEY SKILLS | REAL RESPONSIBILITY

Not a worksheet. A shop.

Most programs for this age group teach money with worksheets. We gave the girls a shop. They count the stock, work out what things cost to make, set the prices, defend them to each other, and sell to paying customers twice a year. Nothing about it is pretend, and by May she has done the whole cycle twice.

THE STORE

Seven sessions. Every skill taught twice.

THE TWO EVENTS

Real deadlines. Real audiences.

Both events raise funds for the program. Every dollar goes back into materials, supplies and shop stock — the things the girls use each week. Girls are not paid and do not keep sale proceeds.

Her account **SHE EARNS EVERY POINT**

Girls earn credit on their own account by turning up, taking part, volunteering for jobs and leaving the room tidy - and they spend it in the shop twice a year.

Maker Points have no cash value and can only be spent in the club shop. Girls never receive money, no money is handled at club, and parents never send any.

1 SHE EARNS IT

A points card she carries every night, signed off by the adult who actually saw her do it. Showing up, joining in, a job well done, a clean table.

2 SHE TRACKS IT

Her own balance on her own card, checked at seven points across the year. A balance she cannot remember is not one she can plan with.

3 SHE DECIDES

Spend it in December, or save it and have more in May. Saving is treated as the interesting choice, not the boring one.

4 SHE SPENDS IT

Twice - after the Christmas Tea guests leave, and again in May. A girl runs the till and subtracts from the balance. Not an adult.

The character behind the capability

ABOUT OUR VALUES Maker Girls is a Christian organization, and the character side of this - honesty in what you charge, generosity, doing the job properly when nobody is checking, finishing what you started - comes from that. Your daughter does not have to be a Christian to attend, we never require it, and it is never a condition of belonging. Every skill on this page is taught to every girl in exactly the same way.

FAMILY DETAILS

MONDAYS | SEPTEMBER-MAY | GIRLS AGED 9-14 | MATERIALS PROVIDED

1330 N Douglas Ave. | Mondays 4-6 pm | Free to Participate | kirstie.gvl@makergirlsbydesign.com

makergirlsbydesign.com | <https://www.makergirlsbydesign.com/participant-application>

SCAN TO JOIN





THE REAL WORK BEHIND THE CONFIDENCE

WHAT SHE ACTUALLY DOES

The store

SEVEN SESSIONS | EVERY SKILL TAUGHT TWICE

DATE	REAL WORK	WHAT SHE LEARNS
OCT 12	Counting the stock	She counts and logs every item, then counts a second time against a partner. The numbers rarely match first time. That is the lesson.
NOV 9	Working out a price	Materials, plus her time, versus what a customer will actually pay. She sets a price on something she made and defends the number out loud.
DEC 14	Earning the money	She works at the Christmas Tea. Providing service to real customers, with an adult beside her who has been told not to take over.
JAN 25	Making it sell	She redesigns the shop display - what sits at eye level, how to group things, and the line between presenting something well and overselling it.
FEB 22	Reading the numbers	She recounts the stock against October's log. What sold, what did not, and why. The first time she sees her own data change over time.
APR 12	Pricing and margin	She reprices everything for the show, and meets the difference between revenue and margin.
MAY 10	Running the till	Counting a float, running the sale, counting down at the end. By now she does it without prompting.

The two events

REAL DEADLINES | REAL AUDIENCES

DATE	REAL WORK	WHAT SHE LEARNS
JAN 11	Setting a goal	One habit, written down, tracked on twelve beads she carries. In April she counts honestly how many weeks she actually kept it.
MAR 8	Designing	She plans a piece of clothing to customize, built from four symbols she drew back in October for the things that matter most to her.
APR 19	Planning it	Materials, steps, a date on each one, and the name of the person she will ask when she gets stuck. Nothing gets built that night.
APR 26	Building it	Her plan, her hands. Mentors help and do not take over - a piece she made imperfectly is worth more than one an adult rescued.
MAY 10	Running the event	Assigning roles, rehearsing the event, writing the order of the night, and saying her piece out loud until it stops being frightening.
MAY 17	Presenting	She wears what she made, tells a room what it means, sells to the public, and helps run the floor from a plan the girls wrote themselves.

By May she can

• Count stock and spot her own error	• Set a price and justify it with numbers
• Explain the difference between cost and worth	• Take payment and give correct change
• Read her own sales data and draw a conclusion	• Track a balance and choose to save or spend
• Plan a project backwards from a deadline	• Finish something after it stops being fun
• Set up and run a public event	• Stand in front of adults and talk about her work

THE WHOLE BUSINESS CYCLE. TWICE.

COUNT STOCK | WORK OUT THE COST | SET + DEFEND A PRICE | SELL TO THE PUBLIC | READ THE NUMBERS

Maker Girls by Design | Arlington Heights, Illinois | [makergirlsbydesign.com](https://www.makergirlsbydesign.com/participant-application) | <https://www.makergirlsbydesign.com/participant-application>

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