



Information and Sample Activities

What is the ME Competition?*

The ME* competition is a program designed to recognize student achievement in acquiring and applying knowledge in economics, entrepreneurship, and personal finance. The Competition is sponsored by the Center for Economic Education and Entrepreneurship and the Delaware Financial Literacy Institute. The event works on many levels (in addition to addressing the state standards in economics/social studies_ such as creative and critical problem solving and thinking, teamwork and collaboration, and communication skills.

How does the ME Competition Work?*

There are 3 main contests, all done by 4 member teams of third to sixth graders:

1. **TEST**: Each team takes a written test on basic skills in Economics, Personal Finance, and Entrepreneurship.
2. **PRODUCTION**: Each team is given a set of directions and a time limit to produce an item according to directions. They are judged on quantity and quality.
3. **PROBLEM SOLVING**: Each team designs a good service to solve a given problem, creates an advertising campaign, and makes a two-minute presentation before a panel of judges. The judges, who come from the corporate, educational, and legislative world, use a coring rubric to rate the presentations in creativity, function, and team work.

Basic Skills Test

The basic skills test is designed to assess student's knowledge of economics, personal finance, and entrepreneurship. Each team works together to complete the test and turns in only one answer sheet. Students are given approximately 30 minutes to complete the test.

[Sample Test 1 with Answers](#)

[Sample Test 2 with Answers](#)

[Sample Answer Sheet](#)

Production Activity

The Production activities are designed to test students' abilities to work together as a team, designate responsibility, and follow directions. Each team is given a set of directions and a time limit to produce an item according to directions. They are judged on the quantity and the quality of the item. Students are typically given approximately 30 minutes of production time, but this may vary. *Note: The biggest problems we have in this portion of the competition are that the students don't follow directions and/or do sloppy work.

[Sample Product 1](#)

[Sample Product 2](#)

[Sample Product 3](#)

[Sample Product 4](#)



Information and Sample Activities (cont.)

Problem Solving Activity

Problem Solving Activities are designed to test students' creativity and cooperation. Each team designs a good or service to solve a given problem, creates an advertising campaign, and makes a two-minute presentation before a panel of judges. The judges, who come from the corporate, educational, and legislative world, use a scoring rubric to rate the presentations in creativity, function, and team work. The students are given approximately 30 minutes to create their product, design an advertising poster, and come up with a commercial. More information about how to practice these activities in your class is located in the directions below.

[Directions for Problem Solving Activities](#)

[Sample Problem Solving Activity 1](#)

[Sample Problem Solving Activity 2](#)

[Sample Problem Solving Activity 3](#)

[Sample Problem Solving Activity 4](#)

[Sample Problem Solving Activity 5](#)

[Sample Problem Solving Activity 6](#)

[Sample Problem Solving Activity 7](#)

[Sample Problem Solving Activity 8](#)

[Sample Problem Solving Activity 9](#)

[Sample Judging Form](#)