

Build
Something
Good

BUILD SOMETHING GOOD
PROJECT KIT · ELEMENTARY

E-07

PRODUCT

GRADES K TO 5

5 WEEK PROJECT

The *Upcycle* Shop

Find something boring. Make it new. Sell it.

A five-week project where stuff sitting around your house turns into things real people will pay real money for. Nothing pretend. Real items. Real customers.

B7 COLLECTIVE LLC
EDITION · 01

BUILDSOMETHINGGOOD.COM
PROJECT NO. E-07

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Welcome to *Build Something Good*

Build Something Good makes project kits for kids who are ready to do something real. Every kit ends with something you made and something you sold or shared. Not a pile of finished worksheets. A real thing.

*"The world doesn't need more kids who can
describe what something is. It needs kids who
have already made something."*

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MORE PROJECTS, MORE KITS

*See the rest of the catalog and read what we're building
next.*

buildsomethinggood.com

A single purchase is for a single household. All the kids under your roof are covered. If you're using this with kids from other families, like a classroom, a microschool, or a co-op, please pick up a copy for each family taking part, or email us about group licensing.

If the cost is genuinely what's keeping this out of a kid's hands, take it anyway. No paperwork. We'd rather the work happen than the work sit unused.

A quick orientation, *before your kid opens this kit.*

This kit is calibrated for grades 3 to 5, with extra support for K to 2. Your job is not to do the project. Your job is to set up the space, walk through each section together, and let your kid actually make the things.

What your kid will actually do

Find 3 to 5 items around the house that nobody is using. Clean them. Decorate them. Sell them at a small family or co-op event. Real items go to real buyers for real money. The kid keeps the money or chooses what to do with it.

What success actually looks like

A finished item your kid can point to and say "I made that." How much money they raised matters less than the fact that they completed all five weeks and sold to a stranger.

Special note for K to 2

Younger kids absolutely belong in this project. Plan to sit alongside them for nearly every page. The art, the choices, and the sale are theirs. The reading and the planning are partly yours. Move slower. Cut the number of items down to 2 or 3 if needed.

The five-week arc

WEEK 01

Find

Hunt for items at home.

WEEK 02

Make

Clean, decorate, finish.

WEEK 03

Get Ready

Set prices. Set up shop.

WEEK 04

Sell

Real customers, real money.

WEEK 05

Count Up

Tally, share, reflect.

Everything in this kit, *and where to find it.*

Two universal artifacts (the Project Onboarding Workbook and the Reflection page) come built into Weeks 1 and 5. The pages below are the project-specific artifacts your kid will work through.

FRONT MATTER

Orientation

- Welcome Page
- Parent Introduction
- Kit Map (you are here)
- How to Use This Kit

SKILLS SCAFFOLDING

The Hard Skill

- Skills Section Opener
- What Right Looks Like
- What Weak Looks Like
- Your Turn (with drawing)
- The Five-Check Test

WEEK 1 · FIND

Hunt & Pick

- Item Hunt Worksheet
- Item Picker Worksheet

WEEK 2 · MAKE

Clean & Decorate

- Transformation Plan
- Before & After Page

WEEK 3 · GET READY

Price & Set-Up

- Pricing Worksheet
- Sale Day Set-Up Checklist

WEEK 4 · SELL

Open for Business

- Sales Tracker

WEEK 5 · COUNT UP

Tally & Reflect

- Money Tally
- Reflection Page

Five ground rules *for the next five weeks.*

01

Set up the space first.

Newspaper down. Clear table. Supplies at the ready. The biggest thing that derails this project is having to stop in the middle to find a paintbrush.

02

Don't rescue the project.

If something gets messy or wrong, let your kid figure out the next step. The Skills Scaffolding section gives them the rubric. Hand it over.

03

Don't override their taste.

Your kid picks the items, the colors, the style. Even if their taste is a bit weird. Their finished product, their decisions.

04

Help with logistics, not the talking.

Picking the venue, getting customers there, making sure there is a way to take payment: that part is yours. Talking to customers and handling the sale is theirs.

05

Honor the result, whatever it is.

The certificate is not tied to making money. It is tied to finishing the project. That standard is the lesson.

Allergy and safety check, before Week 1.

Make sure paints and supplies your kid will be using are non-toxic and age-appropriate. If a younger sibling will be in the room during the project, plan the workspace so small parts and wet paint stay out of reach.

01

The hardest part of this project *isn't the painting.*

It is looking at a plain, boring thing and seeing what it could become.

This is a real skill. Adults call it creative vision. Kids who get good at it can walk through any room or thrift store and see possibilities. Kids who haven't built this skill yet just see stuff.

This section shows you what right looks like, what weak looks like, and gives you a place to practice before you do it for real.

What you'll find in this section:

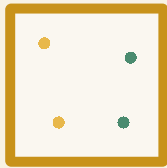
- What Right Looks Like, three real upcycle examples
- What Weak Looks Like, what goes wrong and why
- Your Turn, a place to draw and plan one item
- The Five-Check Test, the quick check you do before saying you're finished

A boring thing turns into *something good*.

Three items. Their plain version. Their finished version. And what made each one work.



BEFORE



AFTER

A plain wood frame turns into a star frame.

What worked

Picked two colors that go together. Added one big idea (stars), not lots of little things. Used the whole frame.



BEFORE

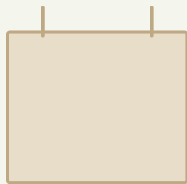


AFTER

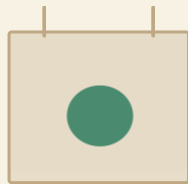
A glass jar turns into a galaxy pencil holder.

What worked

Has a use beyond looking nice. Theme is one clear idea (space). Looks finished, every part is decorated.



BEFORE



AFTER

A blank canvas tote turns into a leaf bag.

What worked

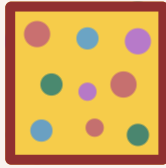
One bold image fills the space. Simple and clean. Looks like the artist made a choice, not like they ran out of ideas.

Same items. *Different choices.*

Most kids' first try looks like one of these. Look closely. The lesson is in WHY.



BEFORE



AFTER (WEAK)

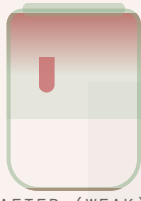
Same frame. Too many colors.

What didn't work

Five different colors that fight each other. Looks busy and confusing. The eye doesn't know where to land.



BEFORE

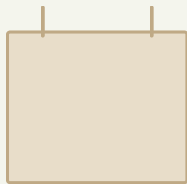


AFTER (WEAK)

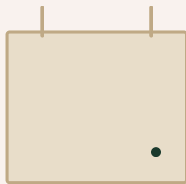
Same jar. Drippy and half-done.

What didn't work

The paint dripped because they didn't wait between coats. Half the jar is bare. Looks like the kid stopped before finishing.



BEFORE



AFTER (WEAK)

Same tote. One tiny dot in the corner.

What didn't work

Most of the tote is still blank. Looks abandoned, not finished. A buyer would assume the kid gave up.

Pick one item. *Plan it out.*

Before you actually start making things in Week 2, pick one item you've been thinking about and try this on the page first. The drawing doesn't have to be perfect. The thinking does.

1 · DRAW THE BEFORE

The plain, boring version of the item.

2 · DRAW THE AFTER

What you want it to become.

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3. The two or three colors I'll use:

COLOR 1

COLOR 2

COLOR 3

4. My one big idea:

One clear theme, not five little ones. (Example: "stars" or "ocean" or "leaves.")

Five questions *before you say it's done.*

Before you call something finished, run through these five checks. If you can answer YES to all five, your item is ready to sell. If you say NO to even one, that is your next thing to fix.

☐

Is it ALL THE WAY done?

No half-painted spots. No missed corners. No bare patches.

☐

Do the colors go together?

Step back five steps. Squint. Does it look pretty or does it look loud?

☐

Is it clean and dry?

No drippy paint. No fingerprints. No smudges from when it was wet.

☐

Would a stranger want to buy it?

The Stranger Test. Show your work to someone who didn't help. Ask them.

☐

Does it look like ONE thing?

Not many things stuck on top of each other. One clear idea.

01

This week, you're going on *a treasure hunt.*

WHAT YOU'LL DO

- Look in closets, drawers, garage, attic
- List 10 items that could be upcycled
- Get permission for each one
- Pick the best 3 to 5

WHAT MIGHT BE HARD

Asking permission. Don't take a thing without asking the person who owns it. If they say no, find a different item. There's plenty.

☐ Week 1 complete

PARENT CHECK-IN

By the end of this week your kid should have 3 to 5 items chosen with permission, and a plan for what each one will become.

Where to look. *What to look for.*

Real upcycle items are everywhere if you know what you're looking for.

Look for

- ✓ Plain wood frames
- ✓ Glass jars (empty, clean)
- ✓ Plain flower pots
- ✓ Plain canvas bags
- ✓ Wooden boxes or blocks
- ✓ Plain mugs

Skip

- ✗ Anything broken or stained
- ✗ Anything someone is using
- ✗ Anything already decorated
- ✗ Things you don't have permission for
- ✗ Things made of weird plastic

List the 10 things you found

WHAT I FOUND	WHERE I FOUND IT	GOT PERMISSION?
1		☐
2		☐
3		☐
4		☐
5		☐
6		☐
7		☐
8		☐
9		☐
10		☐

Out of all that stuff, *pick the best 3 to 5.*

For each one you pick, write down what it is now and what you imagine it could become. Don't worry, you can change your mind in Week 2.

1

ITEM: _____

NOW: _____

BECOMES: _____

2

ITEM: _____

NOW: _____

BECOMES: _____

3

ITEM: _____

NOW: _____

BECOMES: _____

4

ITEM: _____

NOW: _____

BECOMES: _____

5

ITEM: _____ NOW: _____ BECOMES: _____

02

This is the building week. *The real work.*

WHAT YOU'LL DO

- Make a plan for each item
- Gather your supplies
- Clean each item before decorating
- Decorate one at a time, all the way to done
- Take a photo when finished

WHAT MIGHT BE HARD

Stopping when something is done. Many kids keep adding stuff and ruin a good item. The Five-Check Test on page 10 tells you when to stop.

☐ Week 2 complete

PARENT CHECK-IN

By the end of this week each item should be finished and dry. If something isn't passing the Five-Check Test, that's a "fix it" not a "next item."

Plan each one *before you paint.*

Five minutes of planning saves an hour of fixing. For each item, fill in the boxes below.

1 Item one

IT IS: _____

BECOMES: _____

COLORS: _____

BIG IDEA: _____

I'LL NEED: _____

2 Item two

IT IS: _____

BECOMES: _____

COLORS: _____

BIG IDEA: _____

I'LL NEED: _____

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3 Item three

IT IS: _____

BECOMES: _____

COLORS: _____

BIG IDEA: _____

I'LL NEED: _____

Before & After.

Tape or paste a photo of each item BEFORE you start, and AFTER you finish. Or draw them. Save these. Customers love seeing the transformation.

1	
BEFORE Photo or drawing of the plain item.	AFTER Photo or drawing of the finished item.

2	
BEFORE	AFTER

3	
BEFORE	AFTER

03

Now you have to figure out *what they cost*.

WHAT YOU'LL DO

- Set a price for each item
- Decide where you'll sell
- Make signs
- Tell people the sale is happening

WHAT MIGHT BE HARD

Picking prices. Most kids guess. The pricing worksheet shows you what people pay for similar things, so your guess is a smart guess.

☐ Week 3 complete

PARENT CHECK-IN

Help with venue, timing, and getting customers there. Your kid prices the items and writes the signs. Don't price for them.

Smart guessing *about prices.*

Here is the secret about prices: there is no exact right answer. You're guessing. But you're guessing smarter when you compare to other things people pay for.

What people usually pay at craft fairs

ITEM	USUAL PRICE
Painted small flower pot	\$4 to \$8
Decorated picture frame	\$5 to \$10
Painted glass jar	\$4 to \$7
Decorated tote bag	\$8 to \$15
Painted wooden block or box	\$3 to \$6
Decorated mug	\$6 to \$12

Now set your prices

MY ITEM	MY PRICE

One pricing rule.

Don't price too low because the item was free to you. The thing people are paying for is your time and your art, not the supplies.

Sale day *setup.*

Everything you need to think about before opening for business.

Where & when

Where will I sell?

Kitchen counter, family party, co-op event, neighborhood gathering.

Date and time:

How will people know?

Sign, family text, co-op group post, telling neighbors.

Set-up checklist

- ☐ Table or surface to display items
- ☐ A sign with my shop name
- ☐ A price tag on every item
- ☐ A box or jar for the money
- ☐ Some change (singles and coins)
- ☐ The Sales Tracker page
- ☐ Bags or wrap for items
- ☐ A pen

MAKE YOUR SIGN

A good shop sign has three things: your shop name, what you're selling, and the price range. Try this:

_____ 's *Upcycle Shop* · *Handmade items* · \$____ to \$____

04

Open for business. *Make the sale.*

WHAT YOU'LL DO

- Set up the shop
- Make the first sale
- Talk to customers, even shy ones
- If something isn't selling, change the price or move it
- Track every sale

WHAT MIGHT BE HARD

The first sale. Talking to a person who isn't your family. That's the part that matters most. Look them in the eye. Say hi. Tell them what they're looking at.

☐ Week 4 complete

PARENT CHECK-IN

Stay close enough to help if a customer asks something tricky. Stay far enough back that the kid is the one talking. The first transaction with a stranger is the lesson.

05

You did it. *Now we figure out what happened.*

WHAT YOU'LL DO

- Count the money you made
- Decide what to do with it (keep, save, give some)
- Reflect on what you learned
- Pick up your certificate

WHAT MIGHT FEEL WEIRD

Holding real money you earned. Some kids feel proud right away. Some kids feel a little shy about it. Both are normal.

☐ Week 5 complete · Project complete

PARENT CHECK-IN

Honor whatever number is on the page, big or small. The product of this project is the kid who finished it.

Add it all up, *and decide what to do.*

Count everything from the Sales Tracker. Then decide how the money breaks down.

TOTAL MONEY MADE

\$ _ _ _ _

What I'm doing with the money

A lot of kids split the money three ways: a bit to keep, a bit to save, a bit to give away to something that matters to them. You can split however you want. Or keep it all. Or give it all. The choice is yours.

KEEP

\$ _ _ _

SAVE

\$ _ _ _

GIVE

\$ _ _ _

If I'm giving some away, who or what is it going to?

Items that didn't sell. What happens to them?

Try again at another sale, give as gifts, keep one yourself, donate them.

For you, *not for the customers.*

This page doesn't go anywhere. It's just for you to remember what this project was like.

1

The item I'm most proud of, and why:

2

The hardest part:

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3

Something that surprised me:

4

What I want to make next:

• PROJECT COMPLETE •

You took stuff *that nobody was using.*

You cleaned it. You decorated it. You sold it to real people who paid you real money. That's not pretend. That's not practice. That's a real thing that happened because you showed up for five weeks in a row. Most kids never do that. You did.

The certificate on the next page is yours. Print it. Sign it. Keep it. The number on your money tally matters less than the fact that you ran the whole project all the way to the end.

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CERTIFICATE OF COMPLETION

Build Something Good

Project E-07

Awarded to

for completing every week of the project, finishing real items by hand,
and selling them face-to-face to real customers.

The Upcycle Shop

FOUNDER SIGNATURE

DATE COMPLETED

AFTER THIS PROJECT

What you might want *to make next.*

Three honest paths from here. Pick whichever sounds the most fun to you.

DO IT AGAIN

Run the Upcycle Shop again

Find more items. Try harder transformations. Same project, second time, way easier and probably more profitable.

TRY SOMETHING NEW

E-o8 • The Kindness Kit Drive

Same skills, but instead of selling things you organize a small donation drive for a family or a shelter that could use the help.

LEVEL UP

M-o2 • The Handmade Brand

When you're ready, the middle school version takes the same skills and turns them into a small business with a real name and brand identity.

GLOSSARY • KID VOCABULARY

Upcycle **VERB**

To take something old or unused and make it into something better than it was.

Price **NOUN**

How much money one of your items costs. You decide.

Sale **NOUN**

The moment when a customer pays you and walks away with one of your items.

Transformation **NOUN**

When you turn something plain into something special. The whole point of upcycling.

Customer **NOUN**

Someone who buys what you're selling. Family counts, but strangers count more.

Inventory **NOUN**

All the items you have for sale. When something sells, your inventory goes down by one.

Restock **VERB**

When you make more items because you sold out and people still want some.

Stranger Test **NOUN**

Showing your work to someone who didn't help, and asking if they would buy it.