Designing Products

for the Educational Market



In This Webinar...

- The Reality of the Education Market.
- Subject Categories for the Masses.
- This Isn't Just for Children!
- Types of Educational Products.
- What About the Content?
- And Much More!



The Reality of the Education Market...

- The education market was valued at around \$1.350 trillion in the year 2017 and it is expected to reach approximately \$2.040 trillion (and over \$8 trillion globally) by 2026!
- E-Learning predicted to hit \$325 billion by 2025.
- Educational Toy Market to hit \$34.2 billion by 2024.
- Can you understand WHY we need to talk?

Education Defined...

- We often carry the idea that education means the Three R's: Reading, Writing and Arithmetic.
- Wikipedia: Education is the process of facilitating learning, or the acquisition of knowledge, skills, values, beliefs, and habits.
- Educational methods include storytelling, discussion, teaching, training, and directed research.
- Also: Street smarts, discovery, curiosity, imagination.

General Education Subject Categories...

- The Arts.
- Foreign Languages.
- History.
- Language & Literature.
- Writing.
- Math.
- PE & Health.

- Science.
- Social Sciences.
- Media & Technology.
- Business.
- Entrepreneurship.
- Critical Thinking.
- Personal Growth.



Drilling Deeper...

Nature: Weather, Geology, Natural Forces, Climate, Forestry, Oceans, Botany, etc.

Math: Elementary Math, Algebra, Geometry, Household Expenses and Budgeting, Advanced Math, etc.

Basic Learning: Opposites, Colors, Shapes, Objects, Alphabet, Activities, Puzzles, etc.

Reading/Writing: Vocabulary, Spelling, Essays, Literature, Word Problems, Comprehension, Writing, etc..

Science: Chemistry, Astronomy, Physics, Electronics, Sounds, Light, Vibration, etc.

People: Biographies, Inventions, History, Vocations, Language, Culture, Biology, Social Interaction, Pirates, Healthy Living, etc.

Creatures: Mammals, Reptiles, Birds, Insects, Aquatic Life, Dinosaurs, Cellular, etc.

Creative: Art of all types, Game Creation, Music, Dance, Maker, DIY, Crafts, etc.

Discovery: Fossil Hunting, Hiking, Landmarks, Mysteries and Myths, Archaeology, Farming, Collecting, Cycle of Life, etc.

Technology: Electricity, Wind Power, Combustion, Steam, Pulleys and Levers, etc.



Drilling Deeper...

Personal Development: Positive Attitude, Personal Hygiene, Spirituality and Faith, Self-Worth, Habits, Achievement, Entrepreneurship, etc.

Government: Laws, Rights, Branches of Government, History, Congress, Our Leaders, Current Issues, etc.

Social Studies: Other Countries, Cultural Diversity, Languages, Customs, etc.

Business: Money Management, Interpersonal Relationships, Product Sales, Marketing, Product Development, etc.



It's Not Just for Children...

- We often equate education with pre-school through college, but it's much more than that.
- YOU are learning RIGHT NOW!
- And THAT is the beauty of this massive market!
- Here are a couple questions to consider:
 - What topics are you passionate about?
 - What information could you share about those topics?
 - What forms could that information take on?

An Example...

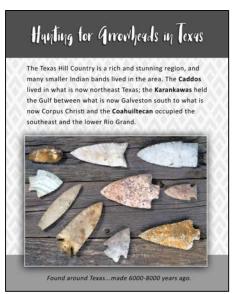
- I love finding and collecting arrowheads and artifacts.
- From an "Education" perspective, products I could create:
 - Where to search and find artifacts.
 - How to identify and date artifacts.
 - How the tools were created and used.



- Daily life for the cultures and people who created them.
- Make your own artifacts using old and new methods.
- How to clean and care for artifacts.

An Example...

- There are also MANY types of products I could create:
 - Field Guides for adults or children.
 - Discovery Kits.
 - Identification Worksheets.
 - Hunting Maps.
 - Artifact journals and checklists.
 - Artifact hunting tours.
 - Flintknapping Kits for children or adults.





Endless Opportunity...

- Educational products can be on almost ANY subject.
- For example, my interests include:
 - Dinosaurs, cryptozoology, archaeology, unexplained phenomenon, history, maps, genealogy, puzzles, games, brain teasers, astronomy, rock collecting, fossils, artifacts, metal detecting, antiques, coin collecting and more.
 - But ALSO, book publishing, design, photography, teaching, illustration, POD product design, sales and marketing, toys and collectibles, writing, video creation, music and more!

Types of Educational Products...

- Topical Books: Science / Animals / History / Famous People / Occupations
- Workbooks / Worksheets
- Activity / Puzzle / Doodle / Maze / Journal Books
- Brain Teasers / Problem-Solving
- Flash Cards: Matching / Informational /Topical
- Online Digital / Video Training Courses
- Readers: All Ages



Types of Educational Products...

- Toys.
- Games.
- Arts / Crafts / Projects.
- Music of All Types.
- Creative Writing.
- Maps / Posters.
- Buttons / Patches / Stickers / Magnets.
- Apparel / Related POD Products.



What About the Content?

- There is a LOT of content in the Public Domain, but that isn't the ONLY source.
 - Your OWN knowledge and expertise.
 - Hands-on and field experience.
 - Partnering with experts.
 - Good, old-fashioned research!
- Creating products requires effort, but the payoff can be very rewarding!

What About the Content?

Great sources for online content!

- http://www.oldfashionededucation.com
- https://www.loc.gov/rr/rarebook/digitalcoll/digitalcoll-children.html
- http://en.childrenslibrary.org
- https://www.oercommons.org
- http://www.collegeopentextbooks.org
- http://google.com/books



What About the Content?

- Niche "KEYWORD" + Educational "KEYWORD" = GOLD
 - Encyclopedia

Textbook

- Handbook Instruction
- Dictionary
- College

- Manual
- Course
- Study
- Curriculum
- Guide

- Institute
- Series
- Volume
- Glossary
- Index

- Syllabus
- Module
- Primer
- Intermediate
- Exercises
- Arithmetic
- Composition
- History

- Science
- Spelling
- Grammar
- Geography
- Social Studies
- Art
- Biography
- Literature



You Need to Do This!

- Chances are you are ALREADY creating educational products in one form or another!
- How can you add to or ramp up what you're already doing?
- My challenge to you is to re-think how you view educational products.
- The best part? You do NOT have to be a "teacher" or college graduate!

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- Module 5: Curriculum-Based Products.
- Module 6: How and Where to Sell Your Products.

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- **BONUS 2: Creative Teaching Strategies** In this video, I reveal exactly how I research and create trainings on ANY topic, including those I know nothing about!

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