



YIPPEE easily connects educators with **real-world entrepreneurs** and **hands-on learning experiences** that build the skills and mindsets students need to thrive.

Product Evaluation Form

Alignment with Entrepreneurship Education

Resources are reviewed against our definition of entrepreneurship education:

Providing opportunities that develop the mindset, agency, and skills to design and actualize enterprising ideas and solutions.

Pre-Evaluation Safety and Inclusivity Check

Please ensure your product adheres to our [Safety and Age-Sensitive Content](#) guidelines.

Rubric Scoring & Evaluation

Part One: Mission Focused --> Pick one of these to evaluate, based on the type of resource. We are especially interested in products that earn a 4 in this section.

Criteria	Excellent (4)	Good (3)	Satisfactory (2)	Needs Improvement (1)
Connection to Entrepreneurial Role Models	Students engage with authentic entrepreneurial stories, case studies, or mentors that are relatable, diverse, and connected to real-world experiences. Resource creates meaningful opportunities to learn directly from entrepreneurial journeys.	Includes relevant entrepreneurial stories or examples that help students understand entrepreneurial pathways, though opportunities for deeper engagement are limited.	Mentions entrepreneurs or entrepreneurial examples, but connections are superficial, outdated, or lack relevance to learners.	No meaningful connection to entrepreneurial role models or entrepreneurial experiences.
OR				
Opportunities for Real-World Application	Students actively develop, test, refine, or present ideas through authentic experiences such as projects, competitions, customer discovery, mentorship, community engagement, or problem-solving activities.	Includes structured opportunities for applying entrepreneurial concepts but may lack authenticity, depth, or sustained engagement.	Provides limited opportunities for application; activities are primarily simulated, highly guided, or disconnected from real-world contexts.	No meaningful opportunity to apply entrepreneurial thinking or ideas.

Score: ____ / __4__

Part Two: Quality Standards --> Aim for a score of **3** or **4** in each category. Products scoring a **4** demonstrate exceptional quality and are most likely to meet educator needs.

Criteria	Excellent (4)	Good (3)	Satisfactory (2)	Needs Improvement (1)
Quality and Learning Design	Accurate, current, and well-designed. Activities effectively support learner engagement and intended learning outcomes. Technology-enhanced features, including AI or other emerging technologies when applicable, are transparent, reliable, and add value.	Accurate and well-designed, with activities that support learning outcomes. Some elements could be strengthened to increase engagement or instructional impact.	Generally accurate but limited in instructional depth, learner engagement, or alignment to learning outcomes.	Inaccurate, outdated, incomplete, or poorly designed, limiting its educational effectiveness.
Entrepreneurship Education Alignment	Explicitly develops multiple entrepreneurial skills, mindsets, or behaviors through clear, actionable learning experiences.	Develops at least one meaningful entrepreneurial skill or mindset through structured activities.	References entrepreneurial concepts but provides limited opportunities to develop skills or mindsets.	Little or no connection to entrepreneurship education.
Inclusivity and Accessibility	Representation, language, examples, and implementation support are designed to welcome diverse learners and accommodate varying needs.	Mostly inclusive but may not fully address the needs of all learners.	Some effort at inclusivity, but key learner groups may feel excluded or underrepresented.	Little attention to inclusivity or accessibility.
Learner Agency and Growth	Students make decisions, solve problems, reflect on outcomes, and build confidence through experimentation, feedback, and iteration.	Includes opportunities for student choice, reflection, or problem-solving.	Limited opportunities for student ownership or reflection.	Primarily passive consumption of information.
Clarity and Ease of Implementation	Instructions, materials, timelines, and implementation guidance are clear, organized, and ready for immediate use. The resource is visually appealing, free of spelling and grammatical errors, and all links and supporting materials function properly.	Instructions and materials are mostly clear and organized. Minor formatting, spelling, grammatical, or usability issues may be present but do not significantly impact implementation.	Some aspects of the resource require interpretation or additional preparation. Organization, formatting, or writing issues may create implementation challenges.	The resource is difficult to understand or implement due to significant issues with organization, instructions, formatting, grammar, spelling, or functionality.

Criteria	Excellent (4)	Good (3)	Satisfactory (2)	Needs Improvement (1)
Target Audience & Purpose	The target audience and purpose are clearly defined, allowing educators to easily determine whether the resource meets their needs, goals, and implementation context.	The target audience and purpose are generally clear, though additional specificity could help educators better understand when and how the resource is most effective.	The target audience or purpose is somewhat unclear, requiring educators to make assumptions about who the resource is intended for or how it should be used.	The target audience or purpose is poorly defined or unclear, making it difficult to determine whether the resource is appropriate for a particular educational need.

Total Score: ____ / **28**