Career, Technical, & Agricultural Education

MARKETING SALES AND SERVICE

PATHWAY: Marketing Sales and Service

COURSE: Marketing Research

UNIT 5: Constructing Sampling Populations in Market Research



INTRODUCTION

Annotation:

This unit introduces the student to the concept of sampling in order to effectively conduct primary market research. Students will explore several different types of sampling and determine the most effective sample size for market research based upon the desired outcomes.

Grade(s):

х	9 th
х	10 th
х	11 th
х	12 th

Time:

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Additional Author(s): William G. Zikmund

Students with Disabilities:

For students with disabilities, the instructor should refer to the student's IEP to be sure that the accommodations specified are being provided. Instructors should also familiarize themselves with the provisions of Behavior Intervention Plans that may be part of a student's IEP. Frequent consultation with a student's special education instructor will be beneficial in providing appropriate differentiation.



FOCUS STANDARDS

GPS Focus Standards:

MKT-MR-5. Students will construct sampling designs in the marketing research process.

- a. Identify the issues concerning the identification of the target population and the selection of the sampling frame.
- b. Explain the concept of census versus sample, including types of sampling situations.
- c. Identify methods for determining sample size and explain the concept of sample distribution
- d. Distinguish between random sampling and systematic (non-sampling) errors.
- e. Discuss the advantages and disadvantages of the various types of probability and non-probability samples.
- f. Identify how to choose an appropriate sample design.

GPS Academic Standards:

ELA12W2. The student demonstrates competence in a variety of genres.

ELA12W3. The student uses research and technology to support writing.

MC1P1. Students will solve problems (using appropriate technology).

MC1P4. Students will make connections among mathematical ideas and to other disciplines.

MC2A2. Students will solve simple equations.

MC3D1. Using sample data, students will make informal inferences about population means and standard deviations.

MA1D3. Students will relate samples to population.

National / Local Standards / Industry / ISTE:



UNDERSTANDINGS & GOALS

Enduring Understandings:

- The student will understand the reason behind and the process of sampling in order to conduct research.
- The student will understand the appropriate sample size for a research study.

Essential Questions:

• Why does a company conducting market research consider a sample of the population rather than an entire population?

Knowledge from this Unit:

- A sample is a small representation of a population.
- The larger the sample size the more accurate the picture of the population, however, cost rises proportionately to size.
- A sample can be selected in several different methods.

Skills from this Unit:

- The student will determine an appropriate sample via a selected sampling method and size in order to conduct a market research study.
- The student will analyze options on the best way to display numeric information while investigating a population's characteristics.
- The student will develop a basic knowledge of the process of sampling, sampling methods, and sample size determinants.



ASSESSMENT(S)

Assessment Method Type:

	Pre-test
	Objective assessment - multiple-choice, true- false, etc.
	Quizzes/Tests
	Unit test
Х	Group project
Х	Individual project
	Self-assessment - May include practice quizzes, games, simulations, checklists, etc.
	Self-check rubrics
	Self-check during writing/planning process
	Journal reflections on concepts, personal experiences and impact on one's life
	Reflect on evaluations of work from teachers, business partners, and competition judges
	Academic prompts
	Practice quizzes/tests
	Subjective assessment/Informal observations
	Essay tests
	 Observe students working with partners Observe students role playing
	Peer-assessment
	Peer editing & commentary of products/projects/presentations using rubrics
	Peer editing and/or critiquing
	Dialogue and Discussion
-	Student/teacher conferences
	Partner and small group discussions
	Whole group discussions
	Interaction with/feedback from community members/speakers and business partners
	Constructed Responses
	Chart good reading/writing/listening/speaking habits
	Application of skills to real-life situations/scenarios
	Post-test

Assessment(s) Title:

Sampling This! Activity with Handouts

Market Research Teacher Guided Activity

DECA Written Market Research Event

Assessment(s) Description/Directions:

LEARNING EXPERIENCES

Sequence of Instruction

M&M Introduction Activity

Sampling Design PP (can be altered based upon class ability)

Sampling Activity with handouts

Determining Sample Size PP (can be altered based upon class ability)

Market Research (Teacher Guided Activity)

Notes & Reflections:



CULMINATING PERFORMANCE TASK(S)

Culminating Unit Performance Task(s):

Culminating Unit Performance Task Description/Directions/Differentiated Instruction:



UNIT RESOURCES

Web Resources:

These websites can be used for current event resources throughout the Market Research course:

http://glencoe.mcgraw-hill.com/sites/0078769043/student_view0/businessweek_videos.html

http://www.swlearning.com/marketing/zikmund/essentials 2e/zikmund.html

http://www.ceoexpress.com/default.asp

http://www.brint.com/

http://www.marketingpower.com/Pages/default.aspx

http://www.worldopinion.com/

http://websites.swlearning.com/cgi-

wadsworth/course_products_wp.pl?fid=M20bl&flag=instructor&product_isbn_issn=0538446641&disciplinenumber=608

http://www.glencoe.com/qe/efcwin.php?qi=9411

http://glencoe.com/olc_games/game_engine/content/gln_bomc/me_06_nat/chapter28/game1_typecx/

http://www.glencoe.com/qe/efcwin.php?qi=9412

Attacı	hme	nts, Materials & Equipmer	nt:		
What	21 st	: Century Technology was	used	in this Unit:	
	х	Slide Show Software		Graphing Software	Audio File(s)
		Interactive Whiteboard		Calculator	Graphic Organizer
		Student Response System		Desktop Publishing	Image File(s)
		Web Design Software		Blog	Video
		Animation Software		Wiki	Electronic Game or Puzzle Maker
		Email	Х	Website	
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