

Business Plan

For 2024 Korea Youth Entrepreneurship Contest

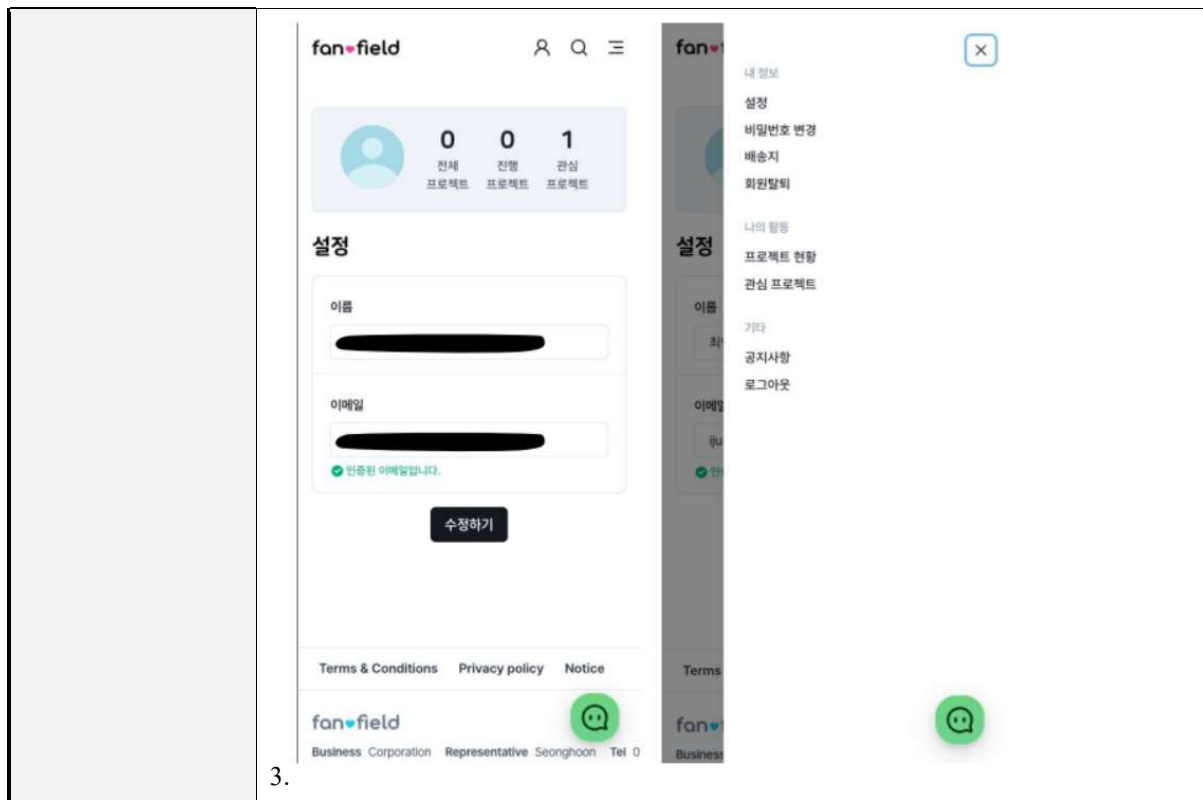
□ General status

| | | | | | |
|---|------------------------------------|-------------------|-------------------------|--------------|--|
| Affiliated school | Minjok Military High School | | | | |
| Start-up item name | Charity crowdfunding platform | | | | |
| Representative name | Chanseo Moon | cell phone | 01023987331 | email | vincey724@gmail.com |
| Vice President's Name | Junhyuk Park | cell phone | 01074551003 | email | pjhkmh06@gmail.com |
| Instructor's name | | cell phone | | email | |
| Team composition (excluding representative students) | | | | | |
| turn | grade | name | Responsible role | | note |
| 1 | 1st grade | Nam Do-yoon | platform development | | |
| 2 | 2nd grade | Lee Yuan | platform design | | Database for users, organizations, and ledger Design of user interface corresponding to the database structure Database management on a cloud server |
| 3 | 1st grade | Minji Park | platform design | | |
| 4 | 1st grade | Junhyuk Park | Platform operation | | |
| 5 | 2nd grade | Eunseo Lee | Platform development | | |
| 6 | 3rd grade (middle school) | Kim Ji-tae | Platform operation | | |

□ Startup item overview (summary)

| | | | | | | | | | | | | | | | | | |
|------------------------------------|--|------------------|---|------------------|---|---------------------|----|-----|---|----------------------|----|------|--|----------------------|-----|------|---------------------------|
| Entrepreneurship item introduction | <ul style="list-style-type: none">• A crowdfunding platform that activates various charity activities, allows anyone to create a charity project, and allows anyone to participate in donations. The idea is to create a funding platform.• developing features to find new projects and donate on the platform, and to transparently disclose the status of donations and usage details.• Our platform will also be created in English so that donors from around the world can gather, and we plan to add features to allow anyone to donate to various donation projects with the goal of a user-friendly UI and low operating costs. | | | | | | | | | | | | | | | | |
| Differentiation | <ul style="list-style-type: none">• Existing donation crowd The funding platform lacked a review of the project, which led to a lack of trust in the project. Therefore, inappropriate use of donations, fraud, etc. were problems.• To solve these problems, our platform plans to strengthen trust in the project and ensure transparency by adding a function that reflects the opinions of donors or experts.• Existing platforms only allowed donations from specific regions and specific fields, but our platform plans to eliminate restrictions on regions and donation project fields to establish a diverse donation culture.• We plan to mainly create donation projects by students and provide donation projects in which the general public can participate.• In addition, we plan to develop various rewards for donors so that they can feel as rewarded as possible. | | | | | | | | | | | | | | | | |
| main customer and sales strategy | <p>Crowd to enable easy project creation and various donation methods In addition to funding, we plan to add features such as various campaigns and donation kiosks.</p> <ul style="list-style-type: none">· We plan to provide donors with tangible rewards so that they can feel rewarded for their donation and participate more actively.· We plan to promote the donation project in various ways through SNS, school and academy networks, and companies. In addition, we plan to cooperate with volunteer website 1365 to enable volunteer donations in addition to cash or goods.· Celebrities We plan to connect with the fandom to encourage donor interest and provide rewards that donors like. <p>, we plan to make it easy and effective to promote the project by using language, images, and user interfaces that suit us.</p> <ul style="list-style-type: none">· Target project and donation funding size (target) <table><tr><td>period</td><td>number of projects</td><td>number of donors</td><td>Total amount of contribution (excluding volunteer work , 1 year)</td></tr><tr><td>1 year after launch</td><td>20</td><td>500</td><td>50 million won (100,000 won per person)</td></tr><tr><td>3 years after launch</td><td>50</td><td>2000</td><td>300 million won (150,000 won per person)</td></tr><tr><td>5 years after launch</td><td>100</td><td>6000</td><td>1.2 billion won (200,000</td></tr></table> | period | number of projects | number of donors | Total amount of contribution (excluding volunteer work , 1 year) | 1 year after launch | 20 | 500 | 50 million won (100,000 won per person) | 3 years after launch | 50 | 2000 | 300 million won (150,000 won per person) | 5 years after launch | 100 | 6000 | 1.2 billion won (200,000 |
| period | number of projects | number of donors | Total amount of contribution (excluding volunteer work , 1 year) | | | | | | | | | | | | | | |
| 1 year after launch | 20 | 500 | 50 million won (100,000 won per person) | | | | | | | | | | | | | | |
| 3 years after launch | 50 | 2000 | 300 million won (150,000 won per person) | | | | | | | | | | | | | | |
| 5 years after launch | 100 | 6000 | 1.2 billion won (200,000 | | | | | | | | | | | | | | |

| | |
|-------|---|
| | <div>won per person)</div> |
| image | <div><div>1. main page</div><div><div><div><div><div><div>fan♥field</div><div>ALBUM [ARCADE+O] CALL+1:1 SPECIAL 11.11 23:59 (KST)</div></div><div></div></div></div><div><div>Recommend Artist</div><div><div></div><div>태민 Taemin</div></div></div></div><div><div>In progress Events</div><div><div><div>TO SOON ENDING D-288</div><div></div><div>태민 미니 4집 'Guilty' 발매기념 대면 사인회 이벤트 Participate in TAE MIN The 4th Mini Album 'Guilty' at MAKESTAR and get the limited edition photocard and a chance to have a fan signing event with the...</div><div>0% achieved0 won</div></div></div><div><div>Terms & Conditions</div><div>Privacy policy</div><div>Notice</div></div><div><div>fan♥field</div><div>Business Corporation Representative Seonghoon Tel 078-87-01759 Name Spark-X Lee 8 Address 17, Seocho-daero 77-gil, Seocho-gu, Seoul, Republic of Korea Business License 258-87-01759</div></div></div><div><div>2. Project page</div><div><div><div><div><div>fan♥field</div><div>태민 미니 4집 'Guilty' 발매기념 대면 사인회 이벤트</div><div></div><div>상품 금액 0원 100% 달성 모인 금액 0원 100% 달성 남은 기간 288일 공동구매한 분 0명</div><div>참여하기</div></div><div><div>상품 금액 0원 100% 달성 공동구매기간 2023.11.01 ~ 2024.11.01 <div>종료됨</div> 종료 목표 금액 달성 시 2024.11.07에 결제</div><div>참여하기</div></div><div><div></div></div></div><div><div><div>TAEMIN 4th Mini Album 'Guilty' FAN SIGNING EVENT</div><div>In cooperation of 'TAE MIN 4th Mini Album 'Guilty' album release, 'FAN SIGNING EVENT' will be held at MAKESTAR. Please give lot of support, and please carefully read the participation guide and procedures below for those who wish to join the event.</div><div>Event Schedule November 12, 2023 (Sun) 17:00 (KST)</div><div>Event Information 1) 1:1 fan signing event with the artist and winner (Total 50 winners) 2) Autographed album with the winner's name provided</div><div>Event Venue TBA to winners separately</div><div>Participating Artist TAE MIN</div><div>Prize</div></div><div><div><div>★대상품이 준비되어 있습니다.</div><div>① 50,000원 <div>적용됨</div> 1. Taemin The 4th Mini Album 'Guilty' (Photo Book Ver.) 1pc * 1pc only</div><div>② 90,000원 <div>적용됨</div> 2. Coupon for Taemin Fan Signing Event 1pc * Coupon will not be delivered.</div><div>③ 100,000원 <div>적용됨</div> 3. Taemin Certificate (Digital) Taemin Certificate (Digital)</div><div>④ 430,000원 <div>적용됨</div> 4. Unreleased selfie photocard 1pc * Total 1 pc</div></div><div>참여하기</div></div></div></div><div><div>3. Settings page</div></div></div></div></div></div> |



1. Problem recognition

1-1. Motivation for developing start-up items

- Inactive donation culture
- Korea's donation level is one of the lowest in the world, and the participation rate continues to decrease (<https://www.yna.co.kr/view/AKR20230118071200003>)
- In the World Donation Index, Korea ranks 88th out of 119 countries in 2022 , and the participation rate is 21% . The proportion of private donations to GDP is only 0.75% .
- To solve this problem, it is necessary to spread the donation culture in daily life, and in the World Donation Index in 2022 , Korea ranks 88th out

of 119 countries and the participation rate is 21% .

- In the World Donation Index, Korea ranks 88th out of 119 countries in 2022 , with a participation rate of 21% .
- There is insufficient support from national organizations and related associations for youth donation culture, so despite high awareness of donation, there are not many donations from youth.
- Crowd for donations No funding platform
- In foreign countries, there are cradles for donations only, such as Donobox , Crowdfunder , Classy, and JustGiving. There is a funding platform, but it does not exist yet in Korea, so it needs to be created to revitalize the donation culture.
- Unlike these, tangible rewards must be provided to donors to enable continuous and repeated donations.
- A donation culture led by us
- We need to create projects that young people want and be able to make various donations that they want.
- Even if we eliminate the prejudice that donations must only be made in cash, youth should be able to donate to the projects they want by allowing them to donate in a variety of ways, such as talent donation , volunteering , and providing various activities for donations.

1-2 Creating social value of start-up items

- Spreading donation culture
- By creating various donation projects that teenagers want to implement on a daily basis and realizing them through crowdfunding, they can

contribute to society and mature themselves.

- Provides an opportunity to create better projects and put donations into practice by discussing youth donation projects and reflecting experts' opinions.
- By practicing cooperation on donations through various channels such as companies , fandoms , volunteer websites , and government agencies, youth can expand their experience in society and have the experience of independently running projects.
- Provide motivation to spread donation culture throughout society by creating and practicing donation projects among youth
 - donation crowd Through the funding platform, practical support is available to organizations and people in need of various types of help.
 - We use the platform to create peer groups with similar interests in donation activities and enable various social service activities beyond donations.

2. Feasibility

2-1. Development process of start-up items

- Setting goals and objectives
- Gather friends to join this project through YEOP and create a club called FanField .
- Set the purpose and goals of this project
 - Purpose : Crowd for donations Create and operate a funding

platform

- target

2024 - Platform launch

2025 - Platform operation , achieving the following goals

| period | number of projects | number of donors | Total amount of contribution (excluding volunteer work , 1 year) |
|----------------------|--------------------|------------------|--|
| 1 year after launch | 20 | 500 | 50 million won (100,000 won per person) |
| 3 years after launch | 50 | 2000 | 300 million won (150,000 won per person) |
| 5 years after launch | 100 | 6000 | 1.2 billion won (200,000 won per person) |

- Research existing platforms
 - Existing donation crowd Funding platform survey : status , purpose , pros and cons, etc.
 - Decide on the functions , purpose , and promotion methods that our platform should have, etc.
- technical research
 - Crowd Research on technology , experts , costs, etc. required to create a funding platform
 - Discussion and decision on user interface , rewards, etc. desired by users
- User interface design
 - Discuss and decide how to create wireframes , layouts , user flows, etc. , considering simplicity , accessibility , and responsiveness.

- Decide how to donate
 - Think about various ways to donate, such as cash , goods , talent , time , and volunteer work, and discuss and decide how to receive them.

- Opening a project and deciding how to operate it
 - Easily open each donation project, review and improve it , and discuss and decide how to promote it effectively.

- Developing rewards for continuous donations
 - Consider and decide how to provide donation usage information , sponsorship details , and rewards from sponsoring organizations or individuals so that donors can continue to participate.

- promotion
 - Discuss and decide how to promote the platform and donation project

- Platform improvements
 - We continuously look for ways to improve the platform through user evaluations and suggestions , and discuss and decide on experts or technologies that will improve it.

- Attracting investment
 - Donation Crowd Discuss ways to attract investment to create and operate a funding platform , and discuss and decide how to return profits to investors.

< Promotion plan >

| Promotion details | Promotion period | Details |
|---|---------------------|---|
| Setting goals and objectives | 2024.4. ~ 2024.5. | Promotion schedule, goal setting |
| Research existing platforms | 2024.4. ~ 2024.5.0. | Investigate existing platform pros and cons and profit models |
| technical research | 2024.4. ~ 2024.8. | Investigation into platform creation and operation |
| User interface design | 2024.6. ~ 2024.8. | Preparation for platform creation |
| Decide how to donate | | Decide on different ways to donate |
| Open a project and decide how to operate it | 2024.6. ~ 2024.9. | Feature determination for project operators |
| Developing rewards for continuous donations | 2024.6. ~ 2024.10. | Develop rewards for continued participation |
| promotion | 2024.10. ~ continue | Develop platform and project continuous promotion methods |
| Platform improvements | 2024.10. ~ continue | Develop ways to continuously improve the platform based on user suggestions |
| Attracting investment | 2024.8. ~ continue | Attracting investment funds for platform production and operation |

2-2. Market and customer analysis of startup items

- Differentiation
 - Donation crowd centered on youth funding platform
 - Transparent and reliable donation operation through various donation methods
 - User interface that teenagers like
 - Various donation management methods
 - Active suggestions and project openings from users

- celebrity Youth donation participation through fandom connection
- market size
- As of 2020 , the total amount of donations in Korea is 14.4 trillion won , individual donations are 9.2 trillion won , and corporate donations are 5.15 trillion won .
- The average donation amount by donors is 1.41 million won , and the average donation amount by companies is 6.2 million won.
- The proportion of private donations to gross domestic product (GDP) is 0.75% as of 2021 , and the average ratio of individual and corporate donations is 65% for individuals and 35% for companies .
- Since 2014, total individual donations have exceeded corporate donations.
- The proportion of teenagers with donation experience is high, and they donate in various ways, such as in kind or cash (https://research.beautifulfund.org/wp-content/uploads/20201224_060921.pdf)

2-3. Expected obstacles during the startup item development process

- platform development
- Design and function development
 - There is a need for design and diverse development that can attract the attention of teenagers as much as possible without infringing on copyright.
 - Requires development of functions for various donation methods and

project operation

- Privacy and Fraud Prevention

- Technology is needed to prevent users' personal information from being leaked.

- Management and supervision procedures are needed to prevent fraudulent projects.

- Privacy and Fraud Prevention

- Technology is needed to prevent users' personal information from being leaked.

- Management and supervision procedures are needed to prevent fraudulent projects.

- A variety of data management and use methods are needed, including users , donations , and rewards.

3. Growth strategy

3-1. Resources needed to develop start-up items

- human resources

- Professional developers are needed for platform development and improvement

- Experts are needed to operate the platform

- Experts or experienced personnel are needed to help promote the platform and contact each organization .

- How to attract funding

- Funding is needed for platform development and operation.
- Present an appropriate profit model for investors to attract funds
 - Possible profit models : Select an appropriate method from the profit models below to generate profits and return them to investors.

| revenue model | Possible profit range |
|-----------------------------|--|
| Platform usage fee | Project creators pay a certain amount per project (3-5% of the target donation amount) |
| part of donation | Receive a portion of donations from donors (3-5% of donation amount) |
| Membership system operation | To open a project or make a donation, membership registration is required and a membership fee is charged (annual fee of 50,000-70,000 won). |
| donation | Receive donations from charities , companies , individuals, etc. |
| Reward Sales | Sell rewards provided by various projects to the general public |

3-2. Start-up item sales and promotion strategy

3-2-1. sales strategy

- Main customer base
 - Project creator : Because it is mainly teenagers, it is promoted through KakaoTalk , Instagram , YouTube, etc., which are mainly used by teenagers , and YEEP Promotion on social media sites where teenagers are mainly active, such as
 - Donors : Since the target audience is not only students , but also the general

public and companies, the platform is promoted through KakaoTalk , Instagram , YouTube, as well as Facebook and email.

- Entry period
- After the platform is completed in December , it will be operated on a trial basis for 1-2 months , and the platform will be operated in earnest in mid- February 2005 .

3-2-2. promotional strategy

- For youth
- Produce shorts to post on KakaoTalk , Instagram , YouTube, etc.
- Inducing interest in the platform through online surveys
- Attract interest through donation project competitions, etc.
- For the general public , companies , and institutions
- Produce shorts to post on KakaoTalk , Instagram , YouTube, etc.
- Promotion through emails , visits , website suggestions, etc.

4. Team composition

4-1. Competencies possessed by club members

◦ Member status

| turn | grade | name | Main responsibilities |
|------|-----------|--------------|-----------------------|
| 1 | 2nd grade | Chanseo Moon | exponent |
| 2 | 1st grade | Nam Do-yoon | platform development |

| | | | |
|---|---------------------------|--------------|--------------------------------------|
| 3 | 2nd grade | Lee Yuan | platform design (database structure) |
| 4 | 1st grade | Minji Park | platform design |
| 5 | 1st grade | Junhyuk Park | Platform operation |
| 6 | 2nd grade | Eunseo Lee | platform development, |
| 7 | 3rd grade (middle school) | Kim Ji-tae | Platform operation |

◦ **Member capabilities**

| turn | grade | name | Key Competencies |
|------|---------------------------|--------------|--|
| 1 | 2nd grade | Chanseo Moon | Leadership , English skills, public relations, presentation |
| 2 | 1st grade | Nam Do-yoon | Coding, ICR technology |
| 3 | 2nd grade | Lee Yuan | Database design and management |
| 4 | 1st grade | Minji Park | Human interface , SNS activities |
| 5 | 1st grade | Junhyuk Park | Understanding and developing English language skills, leadership, and technology |
| 6 | 2nd grade | Eunseo Lee | Overall operations, technical understanding and development |
| 7 | 3rd grade (middle school) | Kim Ji-tae | Foreign language skills, planning, promotional video production |

4-1. How to resolve conflicts between club members

- The members of the Fanfield club are made up of 3rd-year middle school to 2nd year high school students who became close friends while attending the same academy . Parents know each other well .
- Because we went to different schools, we mainly talked about starting a

business through Zoom , and met briefly on the weekends. YEEP We exchanged ideas through activities .

- There has never been a time when there were differences of opinion .
Chanseo Moon and Junhyuk Park organized various ideas and set a direction for the start-up plan . Everyone is familiar with donations and has a good understanding of the latest technologies such as social media and coding .
- If we have different opinions in the future , we will first listen , write down , organize , and think before sharing our opinions .

Club Activity

1.YEEP activity materials

Fanfield

대표자:문찬서 | 기간:2024.04.11~2026.02.28 | 구성원:6

미션수행률

· 2024 대한민국 청소년 창업경진대회 미션[강원]100% (1/1)

· YEEP미션 - 스마트시티를 만드는 미래 창업가[고]0% (0/10)

· YEEP미션 - 창업가정신으로 여는 디지털 세상[고]0% (0/10)

참여중인 동아리대회

참여한 동아리 대회가 없습니다.

동아리대회 바로가기 >

동행

가입한 동아리동맹이 없습니다.

동아리동맹 목록 바로가기 >

N 미션 (3)

 동아리대회미션

2024 대한민국 청소년 창업경진대회 ...
·미션기간: 2024.04.17 ~ 2024.06.28
·미션 수행률: 100% (1/1)

 선택미션목록

YEEP미션 - 스마트시티를 만드는 ...
·미션기간: 2024.06.10 ~ 2025.02.28
·미션 수행률: 0% (0/10)

YEEP미션 - 창업가정신으로 여는 ...
·미션기간: 2024.06.10 ~ 2025.02.28
·미션 수행률: 0% (0/10)

2024 대한민국 청소년 창업경진대회 미션[강원] | 미션 수행 기간: 2024.04.17 ~ 2024.06.28

 참가신청 및 심사요청하기

1



2. Startup item drawing (platform design draft)



In progress Events

TO SOON ENDING

0-288



태민 미니 4집 'Guilty' 발매기념 대면 사인회 이벤트

Participate in TAEMIN The 4th Mini Album 'Guilty' at MAKESTAR and get the limited edition photocard and a chance to have a fan signing event with the...

0% achieved

0 won



태민

Taemin

정규앨범인 만큼 OST인 What's This Feeling 과 지난 미니 앨범들의 타이틀곡과 한국 앨범들의 타이틀 곡 일본 버전이 모두 수록, 한국 정규 1집의 수록곡 Drip Drop의 일본 버전도 수록되었다. 신곡은 ECLIPSE, into The Rhythm, Under My Skin, Better Man, MARS, HOLY WATER 중 6곡. 태민의 OFF-SICK 콘서트의 VCR 영상에 사용되어 부분적으로는 춤과 노래가 좋아 형식 발매를 버렸던, 팬들 사이에서 단 한 줄 나오는 가사인 "Sick of It All" 로 통칭되었던 노래가 ECLIPSE 인 것으로 밝혀졌다.

대표 로고



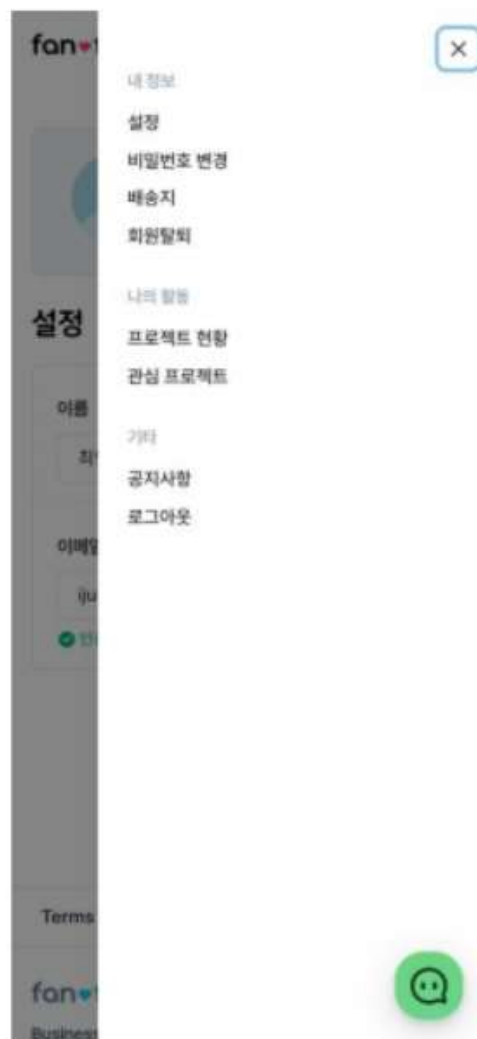
프로필

| | |
|-----|----------------|
| 멤버 | |
| 데뷔 | 2018년 01월 01일 |
| 소속사 | SM 엔터테인먼트 |
| 레이블 | - |
| 팬덤 | EMI Records 재팬 |

태민 멤버 프로필

관련 프로젝트

READY TO SOON ENDING 0-288



3. Club activity process

- Mission Accomplishment

국립중앙박물관 2018년 방문객 수 (단위: 만 명)

| 연월 | 2018년 | 2019년 |
|-----|--------|--------|
| 1월 | 1,000 | 1,000 |
| 2월 | 1,000 | 1,000 |
| 3월 | 1,000 | 1,000 |
| 4월 | 1,000 | 1,000 |
| 5월 | 1,000 | 1,000 |
| 6월 | 1,000 | 1,000 |
| 7월 | 1,000 | 1,000 |
| 8월 | 1,000 | 1,000 |
| 9월 | 1,000 | 1,000 |
| 10월 | 1,000 | 1,000 |
| 11월 | 1,000 | 1,000 |
| 12월 | 1,000 | 1,000 |
| 합계 | 12,000 | 12,000 |

[illegible]

교과서
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교과서

교과서
교과서
교과서

1. 마루도르도 문명에서 천문학이 사냥과 전쟁에 대해 어떻게 평가하시나요? - 우주, 동물, 보물, Power, 매우 나빠

2. 문명들은 천체학과 관련된 정보를 찾는 것이 얼마나 중요하나요? - 매우 중요, 다소 위험, 보물, 다스여야 함, 매우 어려움

3. 문명들에서 전달할 수 있는 다양한 정보에 대해 얼마나 만족하시나요? - 매우 만족, 만족, 중요, 문명적, 매우 불만족

4. 문명들에서 기록으로 제작되었는지 의심해볼만한 얼마나 효과적이라고 생각하시나요? - 매우 효과적, 효과적, 중요성, 비교적, 매우 비효과적

5. 다른 문명들과 비교하면 문명들은 수천년 가능한지 얼마나 높습니까? - 매우 그럴 가능성이 높음, likely, 중요, 가능한지 모름, 매우 가능한지 모름

6. 마루도르도 문명에서 개인주의를 버리는 일은 무엇인가요? (인생을 위해)



**고등학교
수업**

2022년도 중등교육과정 개정 설명 자료

1. 교육과정 개편

본 교육과정은 [교육과정 개정 설명 자료](#)에 따라 개정되었습니다. (교육과정 개정 설명 자료)





| 주요 개정 점 | 해설 |
|-----------|---------------------------------|
| 핵심 역량 | 기초 역량으로 한정 |
| 필수 | 기부를 위한 교과수업 원형 운영을 제화 |
| 필수 | 기부의 운영은 모든 시범과 출제와 일치하는 교과수업 운영 |
| 모든 학생에게 | 운영을 제화하고 필요 |
| 교육적 가치 강화 | 운영을 제화 및 운영 |
| 교육적 점 | |



교육과정



1. 나의 친구 소개



교통학교
 ~ 15세

친구 소개
 친구 소개

1. 친구의 이름과 생년월일을 소개한다

2. 친구의 특징을 소개한다 (예: 성격, 취미, 좋아하는 음식 등)

3. 친구와의 만남을 소개한다 (예: 언제, 어디서)

친구 소개

부모님, 친구들
선생님

친구 소개

도미주는 사람
을 할금, 할금

친구 소개

비밀러 크라우
드런딩에 성공
할 수 있다

친구 소개

물건을 예식선
정하고 방문한
후 진행

친구 소개

도미주는 사람
을 할금, 할금

친구 소개

비밀러 크라우
드런딩에 성공
할 수 있다

[illegible]



고등교육
부

대한민국 교육의 미래를 선도하는
과학기술인재교육

2015년 12월 15일

1. 본 기관의 교육목표는 다음과 같다.

2. 본 기관의 교육과정은 다음과 같다.

3. 본 기관의 교육방법은 다음과 같다.

4. 본 기관의 교육평가방법은 다음과 같다.

5. 본 기관의 교육연구개발사업은 다음과 같다.

6. 본 기관의 교육협력사업은 다음과 같다.

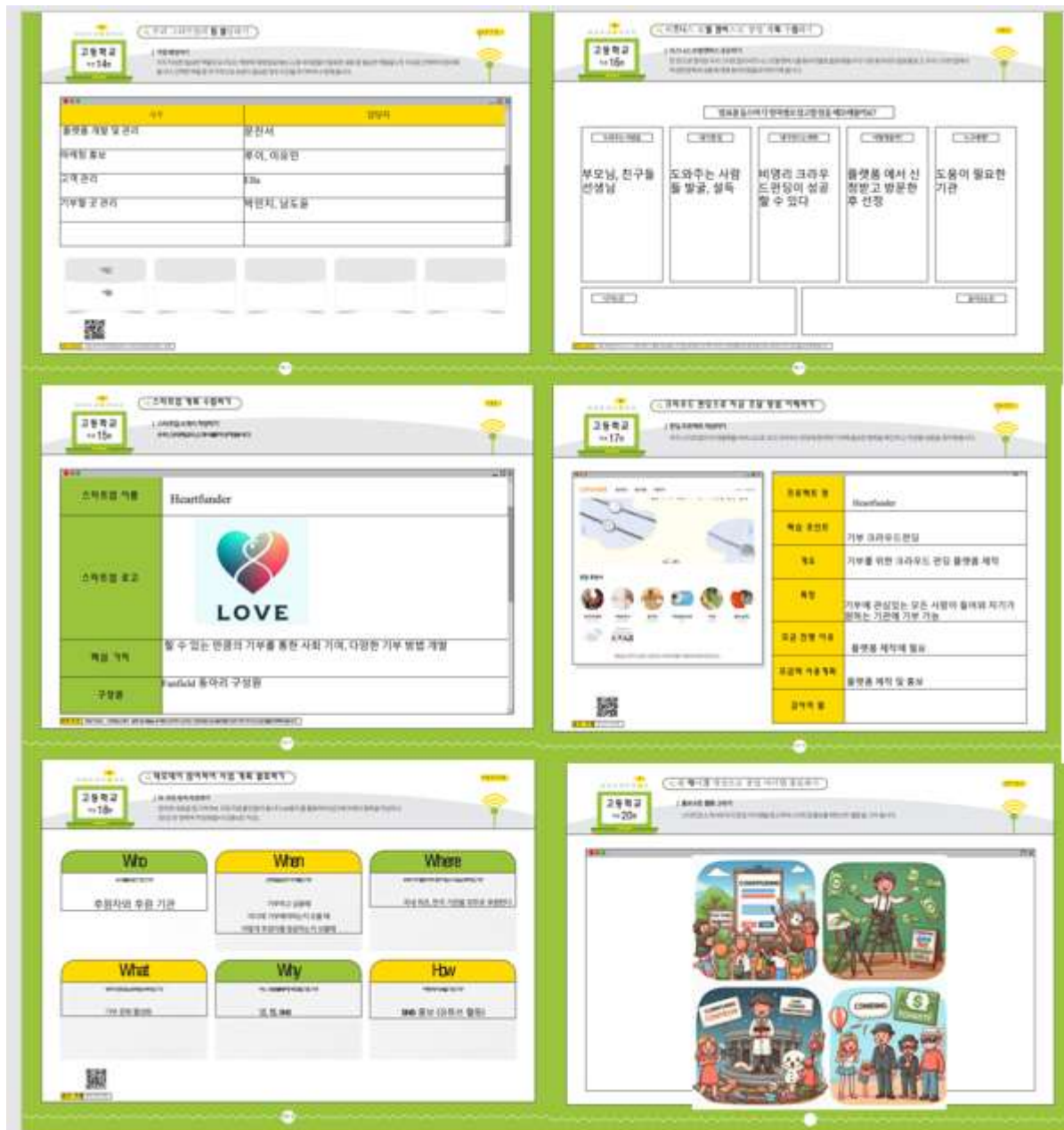
7. 본 기관의 교육협력사업은 다음과 같다.

8. 본 기관의 교육협력사업은 다음과 같다.

9. 본 기관의 교육협력사업은 다음과 같다.

10. 본 기관의 교육협력사업은 다음과 같다.

[illegible]





고등학교
→ 13세

1. 저학년 학생들에게
2. 저학년 학생들에게만
3. 저학년 학생들에게만



Who

Who is the author of the book?

Who is the author of the book?

When

When is the book published?

When is the book published?

Where

Where is the book published?

Where is the book published?

What

What is the book about?

What is the book about?

Why

Why is the book published?

Why is the book published?

How

How is the book published?

How is the book published?