

## ***Infusionomics: Year Two***

### **Financial Literacy Curriculum Overview**

Note to Teachers: *Mandatory lessons for each grade level, in their suggested sequence, are listed first, followed by suggested optional lessons and games.*

#### **GRADES K-2: MANDATORY LESSONS**

**1. Penny Budgeting Part 1:** Students will be given pictures of items and must determine whether each item is a need or a want and place it in the appropriate column on a “Needs and Wants” chart.

**2. Penny Budgeting Part II:** Students will work together using pennies and a list of expenses to create a pretend budget.

**3.**  ***Ed’s Bank Game.*** (Requires computers and Internet Access). This game from [practicalmoneyskills.com](http://practicalmoneyskills.com) is great for young students (grades 1-2) as it will engage them in making decisions about spending and saving and will reinforce their recognition of coin values.

**OR**

***Piggy Bank Tag Game.*** This is Infusionomics’ non-Internet version of the Ed’s Bank game. It gets kids in motion—you will need a gym or open field. The game teaches the same simple concepts as Ed’s Bank, yet may be of interest to your older students (grades 3-5) simply because of the physical exercise involved in the play.

**4. *School Trek Trip Game.*** This game’s object is for the player to save sufficient funds over a period of time to enable the player to go on the school trip. Throughout the game students will face decisions as to whether to spend or save, and they keep a running tab of their income/expenses in order to help them plan and budget so as to earn the school trip.

#### **Optional Lessons & Games For Grades K-2**

##### ***Little Nino's Pizzeria***

The key concepts in this lesson are entrepreneurship and the relationship between consumers and producers. It centers on a story of a young entrepreneur and his father who make decisions about starting and developing a pizzeria restaurant. The story contains identifiable examples of consumers and producers, and the lesson includes fun activities to emphasize those concepts. This lesson does not require computers or the Internet.

##### ***A Chair for My Mother***

This lesson is based on a story about a girl who sacrificially saves money to buy her mother a comfortable chair after their possessions are destroyed in a fire. It teaches the economic concepts

of delayed gratification, income, opportunity cost, and marginal thinking, while also reinforcing the character-developing value of giving. This lesson does not require computers or Internet.

### **GRADES 3-5: MANDATORY LESSONS**

1. **Penny Budgeting Part 1:** Students will be given pictures of items and must determine whether each item is a need or a want and place it in the appropriate column on a “Needs and Wants” chart.
2. **Penny Budgeting Part II:** Students will work together using pennies and a list of expenses to create a pretend budget.
3. **Savings and Interest:** Students will do a worksheet that shows how quickly money can grow when you double it. Then they will have a discussion about saving.
4. **Debt and Money Mindsets:** The class will observe as two students go through a simulation that shows how overusing credit can lead to debt problems.
5. **Learning Banking Basics:** Students will perform a skit about a student who needs a safer place to store her money than a piggy bank.

### **Optional Lessons & Games For Grades 3-5**

#### ***Alexander Who Used to Be Rich***

This lesson is based on a story about a boy who cannot buy the walkie-talkie he wants because he fails to save and makes a lot of poor - and humorous - decisions about how to spend his money. The story sets the stage for a follow-up discussion about opportunity cost, saving, and spending. The lesson ends with some math activities based on the story.

**Budget Busters Game.** Budget Busters! is a game about budgeting and choice-making that reinforces concepts and vocabulary.

**Piggy Bank Tag Game.** This is Infusionomics’ non-Internet version of the Ed’s Bank game (see description under Grades K-2 above). It gets kids in motion—you will need a gym or open field. The game teaches the same simple concepts as Ed’s Bank, yet may be of interest to your older students (grades 3-5) simply because of the physical exercise involved in the play.

### **MIDDLE SCHOOL (Grades 7-8/9): MANDATORY LESSONS**

1. **Debt and Money Mindsets:** Students will take an interactive quiz that will reveal their attitude towards handling money and have a discussion about personal and national debt in the United States.
2. **Where to Put Your Money:** Students will be split into groups to play a game that will contrast banks with check-cashing stores.
3. **Savings and Interest:** Students will read about an Indian beggar who saved coins for years and eventually opened up a savings account. Students will discuss the difficulties

and the benefits of saving and will fill out a worksheet that makes them create a savings plan for an item they want.

4. **Creating a Budget:** Students will play on online budgeting game where they are given a monthly income and must decide how much money to put towards different areas.
5. **Credit Cards:** Fancy Ads and Fine Print: Students will use an online exercise called the Credit Card Simulator to purchase items with a virtual credit card and then pay off their credit card bill.
6. **Exploring Career Options:** Students will view a chart that shows examples of jobs that different educational paths lead to and spend time exploring occupations online in the Occupational Outlook Handbook.

### **Optional Lessons & Games for Middle School Grades**

#### ***Consumer Spending***

This lesson takes the students through Marlin's trip to the State Fair. It emphasizes choice-making and opportunity costs and could appropriately be taught after the mandatory lesson #1 as a reinforcement of the concepts therein.

#### ***The Bible and Budgets***

This lesson reviews with students some key Biblical verses on money and stewardship. It then gets kids involved in composing a hypothetical summer budget. This lesson does not require student computers or Internet access. If you want to give the students a solid Biblical foundation on budgeting, do this lesson BEFORE the "Creating a Budget" lesson.

#### ***Planning and Decision-Making, Part 1***

This lesson helps students learn to make SMART decisions and plan financially for both the short-term and long-term.

#### ***Planning and Decision-Making, Part 2***

This lesson builds on **Planning and Decision-Making, Part 1** and prepares students for the **Business Decisions Game**.



**Savings Quest Game**. This game from AGedwards.com allows youth to create a virtual identity, then enter a world in which they will work, earn a salary, and budget that salary so as to provide for their needs and wants, and save toward some goal they determine.

**Money Traps Game - Middle School Version**. This game involves kinesthetic movement to help students learn about different financial pitfalls and how to avoid getting "money-trapped."

**The Business Decisions Game**. In this game, teams of students create and manage their own businesses, helping them learn about making wise financial decisions so that their business will survive.

**Budget Busters Game**. Budget Busters! is a game about budgeting and choice-making that reinforces concepts and vocabulary from the grades 1-4 *Economis* curriculum lessons.

## **HIGH SCHOOL (Grades 9/10-12): MANDATORY LESSONS**

1. **The Problem of Debt:** Students will learn facts about household indebtedness through a true/false quiz competition. They will brainstorm ways of avoiding personal debt.
2. **Where to Put Your Money:** Students will learn about fees associated with check-cashing stores and watch a video about payday loans. They will discuss the advantages and disadvantages of using these services versus using a bank.
3. **Banking Tools #1: Writing Checks and Making Deposits:** Students will practice writing checks and filling out deposit slips and keeping track of credits and debits on a checking register.
4. **Creating a Savings Plan:** Students will read about an African American laundress whose small but consistent savings efforts have allowed her to make a sizeable contribution to a local college. Students will discuss the difficulties and the benefits of saving and will fill out a worksheet that makes them create a savings plan for an item they want.
5. **Creating a Budget:** Students will play an online budgeting game where they are given a monthly income and must decide how much money to put toward different areas. This lesson is very similar to the budgeting lesson for middle school, but in this high school version of the lesson, students will compare playing the game with the average annual salary of someone with a high school diploma versus the average annual salary of someone with a four-year college degree. NOTE: It is best to teach this lesson after teaching the lesson on savings, “Creating a Savings Plan” because students will have to choose from a list of different savings options that are explained in the “Creating a Savings Plan” lesson.
6. **Read the Fine Print (credit cards):** Students will work in pairs or groups to look at and compare different credit card offers.
7. **Investment Options: Making Your Money Work for You:** Students will be given bags of candy to use toward investments. They must successfully complete the challenge of tossing a ball into a bucket to receive a “return” on their candy. The challenges become more difficulty and the returns become greater as students learn about riskier investment options.
8. **Living On Your Own: Renting an Apartment:** Students will fill out a worksheet that will take a survey about living preferences and have them look at apartment advertisements.

## **Optional Lessons & Games for High School Grades**

***Banking Tools #2: Reconciling Your Account:*** Building on the skills they learned in Banking Tools #1, students will learn how to and practice reconciling their account.

### ***Avoiding Credit Blunders***

This lesson teaches students about common credit card fees and offers practical tips for using credit responsibly and avoiding credit blunders. This would be good to do just after the “Read the Fine Print” lesson.

### ***Buying a Used Car***

Centered around a skit that a small group of teens will perform for the rest of the class, this lesson covers all the basics of car shopping, financing, and the test drive. It does not require computers/Internet, although if computers are available the students could complete the optional closing activity.

### ***College Prep Lesson***

In this lesson, students will learn about the benefits of higher education (in terms of earning potential) but also about the significant costs of college. They will gain understanding of different college options (e.g., private schools versus state universities) as well as of options for financial aid. This lesson requires computers/Internet.

### ***So You Want to be Your Own Boss?***

Students will hear the story of how one man’s small self-started business grew into a successful multi-million dollar company. They will take a True or False assessment as a class then they will fill out assessment sheets to think about whether or not they’re interested and equipped to be an entrepreneur.

### ***Risk and Insurance***

Students will play Insurance Bingo to learn about different types of insurance, answer true or false questions to begin to think about risk, and have a discussion about what risks they face in their lives and how people try to protect themselves from those risks.

***Money Traps Game - High School Version.*** This game involves kinesthetic movement to help students learn about different financial pitfalls and how to avoid getting "money-trapped."

***Portfolio Power Game.*** This game allows youth to practice principles of investing by creating an investment portfolio. While students earn (or lose) money on their investments, they are quizzed on their knowledge of investments.

***Credit Clue Game*** This game is modeled after the classic Parker Brothers “whodunnit” game, *Clue*. However, instead of solving a murder mystery, you must investigate financial habits and determine who made the blunder when using credit!

***Hand of Fate Game.*** This game helps youth understand the value and differences of between insurance types and investments.

***The Business Decisions Game.*** In this game, teams of students create and manage their own businesses, helping them learn about making wise financial decisions so that their business will survive.

***Financial Jeopardy Game.*** This game draws heavily from the on-line game *Moneyopolis*, developed by Junior Achievement. In our version, teens test their financial literacy knowledge in a format like the TV game show, *Jeopardy*.

**Can You Make Ends Meet? Game** This activity simulates real-life experiences by dividing students into four “families” that have just moved to a new town, and must decide on a living situation, transportation options, and other such financial life decisions. Each family is given a profile and a set of life events they experience for four consecutive months, and the goal is that at the end of the four months they will "make ends meet!"