

## Financial Education for Kids

Title	Objectives	Activities	Materials
<b>Pre-Kindergarten</b>			
1. Welcome to Cashville	<ul style="list-style-type: none"> <li>Participants will identify the value of coins</li> <li>Participants will list different ways that people obtain money</li> <li>Participants will be introduced to the concept of saving</li> </ul>	<ul style="list-style-type: none"> <li>Draw Cashville Neighbors</li> <li>Pretend trip to Cashville</li> <li>Color Piggy bank</li> <li>Draw Savings goal</li> </ul>	<ul style="list-style-type: none"> <li>Picture of Sunny Money Town Neighbors</li> <li>Picture of Mr. Squirrel</li> </ul>
<b>Kindergarten</b>			
2. Sunny Money Town!	<ul style="list-style-type: none"> <li>Participants will identify four different coins.</li> <li>Participants will identify the worth of each coin</li> <li>Participants will make decisions about spending and saving money</li> <li>Participants will list benefits of saving</li> <li>Participants will list money savings ideas</li> <li>Participants will identify the bank as a safe place to keep money</li> </ul>	<ul style="list-style-type: none"> <li>Value of money role play</li> <li>Spending simulation</li> <li>Mr. Squirrel Story</li> <li>Savings Role Play</li> <li>Draw a savings goal</li> <li>Money is safe in a bank activity</li> </ul>	<ul style="list-style-type: none"> <li>Picture of Sunny Money Town Neighbors</li> <li>Picture of Mr. Squirrel</li> <li>Piggy Bank</li> <li>Fake Coins</li> </ul>
<b>First Grade</b>			
3. Fun with Money	<ul style="list-style-type: none"> <li>Participants will demonstrate knowledge of worth of coins</li> <li>Participants will use coins to calculate different amounts</li> <li>Participants will list reasons why money is safe in a bank</li> <li>Participants will explain how interest works</li> <li>Participants will identify a savings goal</li> </ul>	<ul style="list-style-type: none"> <li>Value of money role play</li> <li>Spending simulation</li> <li>Different amount calculation</li> <li>Savings play</li> <li>Money is safe in a bank activity</li> <li>Draw a savings goal</li> </ul>	<ul style="list-style-type: none"> <li>Money Visual Aid</li> <li>Toy pictures</li> <li>Cents Cards</li> <li>Two hundred dollar bills.</li> <li>Passbook</li> <li>Money Safe in a bank pictures</li> </ul>

## Financial Education for Kids

Second Grade			
4. Mark and Mary's Money Matters	<ul style="list-style-type: none"> <li>Participants will list uses of money</li> <li>Participants will list the benefits of keeping money in a financial institution</li> <li>Participants will identify ways to reach savings goals.</li> <li>Participants will identify savings goals</li> </ul>	<ul style="list-style-type: none"> <li>Mark and Mary spending role play</li> <li>Ways to spend less art activity</li> <li>Ways to earn more art activity</li> <li>Roberto reaches for the stars savings activity</li> <li>Draw or write a savings goal</li> </ul>	<ul style="list-style-type: none"> <li>Pictures of Mark and Mary</li> <li>Pictures of Expenses</li> <li>Fake Money</li> <li>Picture of Roberto</li> </ul>
Third-Fifth Grade			
5. Sunny Money Town!	<ul style="list-style-type: none"> <li>Participants will describe what a bank does</li> <li>Participants will list ways people deposit money in a bank</li> <li>Participants will list ways people take money out of a bank</li> <li>Participants will describe precautions a bank uses to keep money safe</li> </ul>	<ul style="list-style-type: none"> <li>Create a bank logo</li> <li>Run your own bank activity</li> </ul>	<ul style="list-style-type: none"> <li>Picture of Bank Logo</li> <li>Bank Boxes with deposit receipts, extra cash, vault envelopes</li> <li>Instructor Deposit Materials – fake money, deposit slips</li> <li>Instructor Withdrawal Materials – Withdrawal Slips, driver's license</li> </ul>
6. Saving with a Purpose	<ul style="list-style-type: none"> <li>Participants will be able to list reasons people save</li> <li>Participants will be able to list ways to spend less and earn more</li> <li>Participants will differentiate between the pros and cons of various ways to save</li> <li>Participants will identify a savings goal</li> </ul>	<ul style="list-style-type: none"> <li>Reasons to save game</li> <li>Save more and spend less competition</li> <li>Savings goal worksheet</li> <li>Savings board game</li> </ul>	<ul style="list-style-type: none"> <li>Reasons to save visual aids</li> <li>Winner Certificates</li> <li>Savings Board Games</li> </ul>
7. Your Wants and Needs - What's the Difference?	<ul style="list-style-type: none"> <li>Students will differentiate between wants and needs.</li> <li>Students will complete a budget sheet to demonstrate money choices</li> </ul>	<ul style="list-style-type: none"> <li>Wants and needs game</li> <li>Budget simulation activity</li> </ul>	<ul style="list-style-type: none"> <li>Laptop</li> <li>Projector.</li> <li>Internet connection if presenting online.</li> <li>"A" and "B" cards if doing in person.</li> <li>Budget Worksheets</li> </ul>

## Financial Education for Kids

<p>8. Don't Feed the Money Monster!</p>	<ul style="list-style-type: none"> <li>• Participants will list ways to keep money safe and spend carefully</li> <li>• Participants will differentiate between wants and needs</li> <li>• Participants will list the consequences of spending decisions</li> </ul>	<ul style="list-style-type: none"> <li>• Create and defeat the Money Monster game</li> <li>• Wants and needs game</li> <li>• Best of Both Worlds game</li> </ul>	<ul style="list-style-type: none"> <li>• Markers</li> <li>• Flip Chart Paper</li> <li>• Fake Money</li> <li>• Wants and Needs Sheets</li> <li>• Best of Both Worlds Game Sheets</li> </ul>
<p>9. Interesting Savings</p>	<ul style="list-style-type: none"> <li>• Explain the difference is between earning interest and paying interest</li> <li>• Add up how much can be saved over time</li> <li>• Set a personal savings goal</li> </ul>	<ul style="list-style-type: none"> <li>• Earning Vs. Paying interest role play</li> <li>• Savings game show</li> <li>• Savings goal simulation</li> </ul>	<ul style="list-style-type: none"> <li>• Fake Money</li> <li>• Markers</li> <li>• Papers to write down answers</li> <li>• Cards with questions</li> <li>• 1st Prize</li> <li>• 2nd Prize</li> <li>• Bells</li> <li>• Sam's scenario Card</li> <li>• Flip Chart with Sam's Savings Goal sheet</li> <li>• Piggy bank with Fake Money in it</li> <li>• "Savings Account" envelope</li> <li>• Fake Money in Envelopes to help Sam reach the goal</li> </ul>
<p><b>Sixth-Seventh Grade</b></p>			
<p>10. A Day in the Life of a Banker</p>	<p>Participants will identify the</p> <ul style="list-style-type: none"> <li>• Responsibilities</li> <li>• Pros</li> <li>• Cons</li> <li>• Skills needed</li> <li>• Education needed</li> <li>• Time worked and</li> <li>• Salary Range</li> </ul> <p>Of a Bank Office Manager</p>	<ul style="list-style-type: none"> <li>• Mock Interview</li> </ul>	<ul style="list-style-type: none"> <li>• Interview Sheet</li> <li>• Take the job sheet.</li> </ul>

## Financial Education for Kids

11. You, the Entrepreneur	<ul style="list-style-type: none"> <li>Participants will identify wants</li> <li>Participants will identify needs</li> <li>Participants will recognize the difference between wants and needs</li> <li>Participants will determine wants and needs for a small business</li> </ul>	<ul style="list-style-type: none"> <li>Wants and needs game</li> <li>Entrepreneur simulation</li> </ul>	<ul style="list-style-type: none"> <li>None</li> </ul>
12. Savings made FUN	<ul style="list-style-type: none"> <li>List the benefits of saving over time</li> <li>Identify a bank as a safe place to save money</li> <li>List the benefits of delaying gratification</li> </ul>	<ul style="list-style-type: none"> <li>Time is your friend competition</li> <li>Where to keep it? Art activity</li> <li>Savings Goal Activity.</li> </ul>	<ul style="list-style-type: none"> <li>Blue Paper Squares</li> <li>Yellow Paper Squares</li> </ul>
13. Your Money, Your Life	<ul style="list-style-type: none"> <li>Participants will identify their own values</li> <li>Participants will identify responsible money choices</li> <li>Participants will differentiate between questionable and appropriate charitable giving</li> <li>Participants will identify a savings goal</li> <li>Participants will create a savings plan</li> </ul>	<ul style="list-style-type: none"> <li>How would YOU spend it? Game</li> <li>Responsibility Game</li> <li>Charitable Giving Brainstorm Session</li> <li>Finding money to save game</li> <li>Savings Goal Activity</li> </ul>	<ul style="list-style-type: none"> <li>Fake Money</li> <li>Brown Lunch Bags</li> <li>Money to save cards</li> <li>Responsible money choices game cards</li> </ul>
14. How to save One Million Dollars	<ul style="list-style-type: none"> <li>Participants will list reasons why it is a good idea to save</li> <li>Participants will list ideas of finding money to save</li> <li>Participants will list benefits of saving over time</li> <li>Participants will identify savings vehicles.</li> </ul>	<ul style="list-style-type: none"> <li>Money makes the world go round activity</li> <li>Where does the money go activity</li> <li>Where to find money to save activity</li> <li>Savings goal activity.</li> </ul>	<ul style="list-style-type: none"> <li>Projector</li> <li>Your Grand Savings Plan Sheet</li> </ul>