Money maps
Money and people
Party time
Fun day out
Our big weekend adventure
Helping out

Overview
MoneySmart Teaching is an initiative of the Australian Securities and Investments Commission (ASIC) to build the consumer and financial literacy knowledge, skills, values and behaviours of young Australians. This set of six digital activities for middle primary aged students supports the development of consumer and financial literacy skills such as planning, saving, spending, donating and investing.

The activities have been designed to be used in any of three ways:

- As part of the MoneySmart Teaching Primary and Secondary professional learning packages’ units of work.
- As standalone activities.
- As a tool for engaging parents/carers in their child’s learning at home.

Teaching students consumer and financial literacy from an early age is a great way to set up good foundations for the future.

Getting started
This set of six digital activities is for Year 2 – 5 primary students. Each activity is available for download at teaching.moneysmart/resourcecentre. The activities can be used in a variety of pedagogical settings and are suited to a range of groupings. Activity duration is approximately 30 minutes each although this may vary if students are undertaking them with an adult or as a self guided activity. This set of activities can be used on a computer or iPad. Each activity can be undertaken as scaffolding for the next, or as an individual and independent learning activity.

The activities have been designed to be used in any of three ways:

- as part of the MoneySmart Teaching Primary and Secondary professional learning packages’ units of work
- as stand-alone activities for use in the classroom, or
- as a tool for engaging parents/carers in their child’s learning at home.

Besides these Teacher Notes the front page of each activity provides links to:

- Parent notes
- Worksheets*
* Worksheets are provided for Year 2, Year 3 and Year 4 students which will underpin and supplement the About money activity topics, extending the use of the digital resources to meet the needs of a range of learning levels.

The six activities can be divided into three topics: About money, Budgeting and event planning, and Fundraising. The activities in ‘About money’ can be supplemented with the worksheets. All other activities are supplemented with activities from the MoneySmart Teaching Packages at http://teaching.moneysmart.gov.au/professional-learning/moneysmart-teaching-packages

### About money

**Year levels:** Years 3 - 4 (+ Year 2)

**Key learning areas:** English, Mathematics, History, Geography

**Money maps:** These are maps of the world and Australia with timelines listing historical ‘money’ events from 9000BCE to the current day. They tell the story of money with information ranging from bartering to currency changes to the implementation of credit cards and ATMs.

*Includes worksheets

**Money and people:** Students can ‘interview’ other students from around the world, reading about different currencies, lifestyles, needs and wants. They can make comparisons with life in Australia.

*Includes worksheets

### Budgeting and event planning

**Year levels:** Years 3 - 4

**Key learning areas:** English, Mathematics, Geography

**Party time:** Students are given a budget allowing them to select what they will buy for their birthday party. They have to keep in mind the number of guests that are coming and ensure they cater for everyone without spending more than their budget allows.

Visit the MoneySmart Teaching packages web page to find the following resources.

* Year 3 Maths: House of needs and wants

**Fun day out:** Students plan a class trip and are provided with a budget for travel, food and activities for the day. Those staying inside their budget are rewarded with a souvenir from their day out.

Visit the MoneySmart Teaching packages web page to find the following resources.

* Year 5 Maths: Let’s have a big day out

* Year 6 Integrated: The fun begins: Budget, plan, profit!

**Our big weekend adventure:** This builds on the class trip above by providing a budget and asking students to plan a family weekend away. They are given a list of places to choose from and need to budget for travel, food, accommodation and activities for the number of family members they elect to take along.

Visit the MoneySmart Teaching packages web page to find the following resources.

* Year 4 Maths: How much love can fit in a shoebox

* Year 5 Maths: Let’s have a big day out
Fundraising

Year levels: Year 4 (+ Year 5)
Key learning areas: English, Mathematics, Science, Geography

Helping out: Students organise a fundraiser to help save the Gumbutang - a fictional animal facing extinction on the island of Bojo. The activity introduces cyber safety, advertising, budgeting, currency conversion, donating, and repaying a loan.

Visit the MoneySmart Teaching packages web page to find the following resources.

- Year 4 Maths: How much love can fit in a shoebox
- Year 6 Integrated: The fun begins: Budget, plan, profit!

Preparation and delivery

The set of six activities has been designed for flexible classroom delivery so that teachers and students can use them in a range of ways to suit different teaching and learning needs. Each activity can be expanded to meet a variety of learning needs through use of the attached worksheets and/or classroom discussions such as those suggested below.

Learners can collect paper ‘money’ as a reward for correct answers and are provided with a paper art template to build a moneybox to put their earnings’ in. For a group activity such as fundraising where only one moneybox is required, teachers can print the template on A3 for a larger version. By using the money and moneybox, teachers are also adding counting, banking, saving and earning to their consumer and financial literacy curriculum.

Extending digital activities in the classroom

- Allocate some of these questions or research activities as challenges worth double points.
- Give ‘interest’ for achieving overnight (term deposit) investments to those finishing an activity and putting their money in the bank before the end of class.

Discuss end of activity totals (earnings) and allocate money earned to a pretend charity/holiday/bike, etc.

Explore budgeting further after completing the Party Time activity. Include a marketing/advertising activity. Develop a brochure and let learners select what they want to aim at buying then set up a banking and interest system for ‘earnings’ and make ‘payments’ to reward various classroom activities.

After completing the MoneySmart Teaching Fun Day Out or Our Big Weekend Adventure, additional activities could include (depending on the class level):

- planning and budgeting class events;
- setting up a survey for the class to vote on which destination and activities they might want to attend and representing this in graphs or tables;
- researching a similar event on the internet looking at real costs and methods of payment, and developing an itinerary.

After completing Helping Out, explore budgeting, event management, money handling, fundraising and making donations. Funds raised could be allocated to a specific charity, or raised to help pay for a class excursion. Activities could include a walkathon, a readathon, making and selling hot chocolate in winter or lemonade in summer, baking and selling pancakes or cupcakes, etc.
Suggested classroom discussions

- Is cash disappearing? (Cash being replaced by online banking, etc.)
- Barter and exchange of goods for money required the buyer to have something, but today people often use a credit card. Does this mean that they have someone else's money?
- Is it better to have cash to pay for something or to be able to use a credit card?
- Why don’t we all use the same currency?
- Why doesn’t the same product cost the same in every country?
- Costs associated with different events, such as transport, accommodation, food, etc.
- Why are group discounts sometimes offered?
- Does the most expensive option always give the best experience?
- What are the advantages and disadvantages of online shopping and what do we need to be aware of when buying on the internet? How do we recognise unsafe or scamming websites?
- How does advertising influence choice? Is this to the benefit of the customer?
- Discussions on safety on the internet, how charity organisations work, fundraising, currency conversion, and loans and repayments.

Student learnings

Through these activities and attached worksheets students will be able to:

- identify and use currency in a transaction;
- apply financial terms in the correct context;
- identify situations in which work is either paid or unpaid;
- prioritise spending according to identified needs and wants;
- compare different spending priorities;
- buy goods and services in real-life contexts;
- understand how to identify an unsafe or scam website;
- understand a simple budget and learn how money can be saved, spent and donated;
- calculate the cost of purchases and calculate expected change correctly;
- evaluate whether goods and services are value for money for themselves, their family, the community and the environment;
- select goods and services based on value for money and available budget;
- identify foreign currency;
- begin to investigate socio-economic difference between Australia and other cultures;
- begin to develop a basic understanding of currency conversion.

Enduring understandings and deeper learnings

The six activities cover the following concepts:

- Forms of currency including and cash and barter
- Where money comes from - money is payment for effort/work
- Saving and earning and managing money (income and expenditure)
- Needs versus wants
- Fundraising
- Responsible spending
- Budgeting
- Cost comparisons
21st century skills

Life for children in the 21st Century is much more complex than it was for children of any other age, and it is getting more complex. Today’s children need four generic skills to enable them to grow into mature, well functioning adults. These are:

- Ways of thinking: Creativity, critical thinking, problem-solving, decision-making and learning
- Ways of working: Communication and collaboration.
- Tools for working: Information & communications technology (ICT) and information literacy
- Skills for living in the world: Citizenship, life and career and personal and social responsibility.

These skills are embedded within the six activities which have been designed to support the development of consumer and financial literacy skills in primary school.

Read more at http://atc21s.org/index.php/about/what-are-21st-century-skills/

Further information

For teaching:
- Go through the teaching resources at teaching.moneysmart.gov.au/resource-centre
- Visit teaching.moneysmart.gov.au and view expert videos or read more about ASIC’s MoneySmart Teaching initiative.
- Contact the MoneySmart Teaching team at mailto:moneysmartteaching@asic.gov.au

For personal money management:
- Go to teaching.moneysmart.gov.au and subscribe to ASIC’s personal learning program for teachers, ‘Financial Health for Teachers’.
- Visit the MoneySmart website for consumers at www.moneysmart.gov.au. It has calculators, tools and tips to help you make the most of your money.

ASIC’s MoneySmart Teaching initiative builds the consumer and financial literacy capabilities of Australian school students by developing students’ knowledge, skills, values and behaviours to enable them to make confident, informed consumer choices and responsible financial decisions that are essential to their future financial wellbeing. To view the MoneySmart Teaching Primary and Secondary packages and all the online and digital resources visit www.teaching.moneysmart.gov.au.