

Money Moves Service Learning Projects

Financial Literacy Game Day for Youth

Subjects: Financial literacy, reading, writing, math, public speaking, communication, and team work

Materials:

1. Financial Literacy Lesson Plans and materials from Day 1-4
2. Monopoly Game
3. Name Tags
4. Pencils
5. Envelopes
6. Flip chart(s) and Markers
7. Debt and Interest game sheet
8. Good debt and bad debt game sheet
9. Flipchart
10. Flipchart markers
11. Name that Type of Business Game Sheet
12. Play Money
13. Calculators
14. Pens
15. A sign that says Wholesale Store
16. A sign that say Retail Store
17. Pieces of paper cut into squares for business product
18. Flipchart with Days of the week and student roles for each day (**View Business Game Chart in the Business Game lesson**)
19. Flipchart with store prices (**View Business Game Store Prices Chart in the Business Game lesson**)

Students will conduct a financial literacy game day for students and parents in their school and/or community for 1 hour. Students will learn the four financial literacy concepts during the first four days of this program. They will teach basic financial literacy lessons through games. Students and Parents can sign up for 2 sessions. The sessions will include...

1. Learning about Real Estate through *Monopoly*
2. Learning about Debt and Interest through the *Debt and Interest Game*
3. Learning about the 3 types of Businesses through the *Name that Business Game*
4. Learning about starting a business through the *Business Game*

Students will lead and conduct the financial literacy classes. Students will be assigned to teach different topics on that day. Students will be responsible for learning how to teach lessons and adjusting the curriculum to fit the financial literacy game day.

Implementation of Financial Literacy Game Day for Youth

Day 1 – 4 Intro to “Money Moves”

1. Investing in Real Estate (*Lesson 1 of Program*)
2. Good Debt Bad Debt (*Lesson 2 of Program*)
3. Types of Businesses (*Lesson 3 of Program*)
4. Starting a Business (*Lesson 4 of Program*)

Day 5 The facilitator will train students on how to teach financial literacy topics

1. The facilitator will spend 30 minutes teaching the *Investing in Real Estate Lesson*
2. The facilitator will spend 30 minutes teaching the *Good Debt Bad Debt Lesson*
3. Tell students to pay attention to how you set and teach the concepts because they will facilitate this lesson to others in the game day.

Day 6 The facilitator will train students on how to teach financial literacy topics

1. The facilitator will spend 30 minutes teaching the *Types of Business Lesson*
2. The facilitator will spend 30 minutes teaching the *Start a Business Lesson*
3. Tell students to pay attention to how you are teaching because they will facilitate this lesson to others in the game day.

Day 7 The facilitator will train students on how to teach financial literacy topics and students will brainstorm.

1. Students will choose a date and time to have their financial literacy game day.
2. Students will pick the group they would like to teach (*4th graders, 5th graders, etc.*)
3. Students will break up into small groups (*groups of 3*) and be assigned to teach 1 of the 4 financial literacy topics from Day 1-4
4. Students will begin to brainstorm how they will teach the financial literacy topic they have been assigned.
5. Students will determine the classrooms they will teaching.

Day 8 Students will begin to work on their projects and marketing materials

1. Each group will have to create a flyer about their financial literacy game day. The flyer should include...
 - Topic to be taught

- Day, time, and location of their lesson
2. Students can also advertise via announcements on the school intercom and Word of Mouth
 3. Each group will receive the materials needed to teach their topic
 4. Students should assign each group member roles for teaching (*for example: one person can be in charge of set up and another person can be in charge teaching*)
 5. Students will start preparing to teach by
 - Completing flipcharts
 - Students can change the rules of the game
 - Students can add to games to make it more interesting
 - Assigning roles
 - Practicing what they will say on the game day
 - Practicing how to answer questions about their topic
 - Creating marketing materials

Day 9 Students will continue to work on their projects

1. Repeat steps 1-5 of Day 8 on Day 9

Day 10 Students will practice facilitating in front of the class.

1. Students will practice their facilitation skills and how to answer questions about their topic
2. Students will host a **practice** game day with their classmates and teacher
3. The Investing in *Real Estate and Good Debt Bad Debt* groups will practice by teaching the lesson to the class. (*each group will present for 15 -20 minutes*)
4. The class will give the young teachers feedback.
5. Students will make the necessary changes as a result of the feedback received from the focus group.

Day 11 Students will practice facilitating in front of the class.

1. The *Types of Business and Start a Business* group will practice by teaching the lesson to the class (*each group will present for 15 – 20 minutes*)
2. Repeat steps 1, 2, 4 and 5 from Day 10

Day 12 Financial Literacy Game Day

1. On the Financial Game Day, students will set up for their lesson in their assigned classrooms.
2. Each session will last for 1 hour.
3. Students will lead the groups to be taught into their classrooms
4. After the event, all attendees will come to one room and reflect on what they have learned
5. Students will be available to answer questions at the reflection session

