



My Teaching Context

Who do I teach? 😽



What do I teach them?



How do I teach them?







EconEdLink

<u>EconEdLink</u> has fantastic lesson plans with assessments that are ready to use in class today!





Goals of this session



Teachers Sharing Come together to share best

Come together to share best resources and practices for implementation

Simulations!

Sharing and demoing simulations and how I use activities in my PF class

Teacher Time Time to get into the simulations

Time to get into the simulations and activities so you can spend less prep time later



Budgeting, Income, Spending Simulations

**	Simulation	Торіс	Best Practice	
*	<u>Tax Calculator</u>	Filing taxes	Simple tax filing simulator from H&R Block	
	The Budget Game			*
	<u>Budget Buster</u>	Budgeting, Decision Making	You get to budget for your dog! Includes a focus on spending as you find the better deals between competing coupons/discounts.	
	Shopportunity Cost			
	<u>Spent</u>			
	<u>Lights, Camera,</u> <u>Action</u>	Budgeting, Decision Making	Combines a fun and clean hollywood based budgeting activity with personal finance questions along the way.	
**	NGPF Online Bank Simulator		Takes students through the online banking process, including spending money. [<u>Assessment</u>]	
	Money Magic	Budgeting, Saving	Budget, spend, and then save money earned from your magic act!	



Budgeting,
Income,
Spending
Activities

Activities (non-simulations)

- Zero-Based Budgeting: Students assign every dollar a job and <u>reflect</u> on their decision making.
- Rate My Finances: Yes, they rate my own finances and report back on what's going well, and where/how I need to improve in a class presentation
- Savings Challenges: Students review articles on <u>impulse buying</u>, <u>TikTok</u>, and/or
 <u>inflation</u> and explain how the articles illustrate why saving is especially hard today.
- <u>Behavioral Economics</u>: After reviewing how behavioral economics affects our spending habits with these slides, students find examples of their own.
- <u>Behavioral Econ Illustrated</u>: Students visualize vocabulary and draw one of the terms
- <u>Uber Game</u>: (shh I included a game in the activities section! You deserve it.) Make decisions with your income while you're driving for Uber. [<u>Assessment</u>]

