



Financial_literacy_curriculum								
Level	Session	Session Name	Topic	Objectives	Activities	Sample Outputs		
Level 0 - Core Foundations	1	Money Explorers- Understan ding Money	What is money?  Where money comes from	Junior: Recognize coins, bills, and digital money; Senior: Understand forms and purpose  Junior: Earning basics; Senior: Trade/exchange	Coin/bill sorting game, online banking demo Role-play job tasks	Identify 3 types of money  Matching game answers		
			Income	Junior: Identify sources; Senior: Earned vs unearned income	Drawing income sources	List of income sources		
Level 0 - Core Foundations	2	Pocket Power: Smart Choices for	Expenses & Spending Needs vs	Junior: Spending vs saving; Senior: Track spending categories Junior: Recognize	Needs vs wants card game Story-based	Needs/wan ts chart Checklist		
		Everyday Life	Wants	difference; Senior: Evaluate priority spending	scenarios	with examples		
			Basics of Money Management	Junior: Define income, expense, saving; sort needs vs wants; make a simple weekly budget. Senior: Build a 2-category budget (spend/save), track I week of spending, and explain a trade-off (opportunity cost).	Needs vs Wants sort; Allowance envelope budgeting; 1-week spending journal; \$10 budgeting challenge.	Completed needs/want s chart; Simple weekly budget; Spending journal summary (3–5 items).		

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Level 0 - Core Foundations	3	Budgeting Basics	Planning allowance	Junior: Track savings goal; Senior: Track income/expense over time	Savings jar project	Goal progress chart
			Budgeting basics	Junior: Create simple budget; Senior: Balanced budget with categories	Budget worksheet (\$10 example)	Completed budget chart
Level 0 - Core Foundations	4	Treasure Keepers: How Banks	Why we use banks	Junior: Banks keep money safe; Senior: Deposits/withdrawals	Bank tour (virtual or physical)	Bank functions worksheet
		Help Us	Interest basics	Junior: See savings grow; Senior: Calculate interest	Bank role-play	Simple interest calculation
Level 1 - Practical Money Skills	5	Smart & Safe: The Money Way	Safe money habits	Junior: Don't share PINs; Senior: Online security basics	Role-play safe spending	Safety checklist
		,	Earning options	Junior: Name ways kids can earn; Senior: Compare wage/hour vs fixed	Job idea brainstorm	Job idea list

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Level 1 - Practical Money Skills	6	Price Insight	Price comparison	Junior: Choose better deal; Senior: Calculate % savings	Supermarke t price hunt	Price comparison table
			Consumer Awareness Opportunity	Junior: Compare two items by unit price; spot needs vs wants in ads. Senior: Identify return policies, warranties, and 3 signs of online scams/dark patterns.  Junior: Recognize	Grocery unit-price hunt; Ad deconstructi on (facts vs claims); Receipt reading & sales tax find. Scenario	Price comparison table; Facts-vs-clai ms worksheet; Consumer safety checklist.  Trade-off
			cost	trade-offs; Senior: Explain choices lost	cards	example
Level 1 - Practical Money Skills	7	Banking Basics	Banks & credit unions  Types of accounts	Junior: Know they store money; Senior: Compare features  Junior: Savings vs checking; Senior: Add investment accounts	Create 'My bank' poster  Account match	Bank feature table  Account purpose table
			Compound interest	Junior: Money grows faster; Senior: Compounding over years	game Penny-doub ling story	Growth chart

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Level 1 - Practical Money Skills	8	Finance Overview	Introduction to Financial Market  Basics of Banking and Insurance	Junior: Describe a market as a place where buyers and sellers meet; prices can change. Senior: Show how supply and demand affect price; read a simple ticker (name & price only)  Junior: Explain why banks are safe places to store money; show deposit/withdraw. Senior: Compare savings vs checking; describe insurance as sharing risk with examples (bike, phone, health).	Classroom marketplace with tokens; Price auction for popular items; Read a sample stock page (ticker & price).  Virtual bank tour; Open-a-moc k-account form; Deposit/with draw register; Pass-the-risk insurance game.	Buyer/seller ledger; Simple price-over-ro unds graph; Vocabulary mini-quiz (market, buyer, seller,price). Bank functions worksheet; Account comparison table; Insurance matching sheet.
Level 2 - Real World Applications	9	Path to Prosperity	Starting early  Growth options  Risk & reward	Junior: Early saving is good; Senior: Model decades growth  Junior: Savings vs investments; Senior: Compare asset classes  Junior: Safe vs risky; Senior: Link to return rates	Lego block growth game Investment bingo Balloon risk game	Compoundi ng chart Investment type chart Risk-return graph

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Level 2 - Real	10	Payback	Borrowing	Junior: Borrowing means	IOU	IOU record
World Applications		Power	basics	pay back; Senior: Loan terms	role-play	
			Credit vs debit	Junior: Card use difference; Senior: Repayment & credit score	Card matching game	Card comparison chart
Level 2 - Real World Applications	11	Investing strategies	Investing strategies	Senior: Diversification, index funds	Portfolio game	Investment allocation chart
			Stocks, Bonds & Mutual Funds	Junior – Recognize terms; Senior – Diversification basics	Activities: Stock market simulation game	Sample Output: Portfolio table
Level 2 - Real World Applications	12	Choices & Conseque nces	Financial decision-maki ng	Senior: Research before buying	Product review challenge	Pros/cons list
			Avoiding debt traps	Senior: Understand high-interest loans	Debt spiral simulation	Debt payoff plan

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Level 3 - Building Wealth	13	Value Over Time	Taxation	Senior: Income, property, sales tax	Simulated paycheck deductions	Sample tax form
			Taxation	Junior: Identify sales tax; Senior: Calculate % sales tax	Receipt hunt	Tax table
			Inflation	Junior: Prices rise; Senior: Inflation rate	Old vs new prices	Price change worksheet
			Inflation & purchasing power	Senior: Calculate effect over time	Price history scavenger hunt	Inflation table
Level 3 - Building Wealth	14	Money Mindset	What Is Modern Money?	Junior: Identify forms of money (cash, debit card, digital wallet). Senior: Explain electronic payments (cards/apps), receipts, and basic security (PINs, passwords).	Payment method sort; 'How a card payment works' storyboard; Password-str ength activity.	Pros/cons chart of payment types; Safe-pay checklist (3–5 rules).
			Long-term goals	Senior: College savings, retirement basics	Vision board	Goal action plan

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			Money Mantras	Junior: Learn 3 money habits (pay yourself first, compare before buying, 24-hour wait rule). Senior: Set one SMART savings goal and plan 3 actions to achieve it.	Money-mant ra card sort; Role-play spending choices; SMART goal poster; 24-hour wait challenge.	Personal money-man tra poster; SMART goal sheet with target date and amount.
Level 3 - Building Wealth	15	Ethical Choices	Digital Wellbeing.	Junior: Make a simple media plan; understand ask-before-you-buy and in-app purchases. Senior: Practice privacy basics (strong passwords, phishing spotting) and mindful spending online.	Family media plan; 'Phishing or not?' role-play; 24-hour wait rule for online buys.	Signed family media plan; Online safety pledge; List of 3 'think-before- you-buy' questions.
			Financial Fraud	Junior: Learn to spot "too good to be true" deals; practice fair vs unfair money choices. Senior: Explore common scams (phishing, fake offers); practice safe sharing of money and info.	"Safe or Scam?" sorting game; Role-play buyer vs seller; Case study: "Is this a scam?"	"Safe Money Rules" poster; Fraud awareness checklist; 1-page guide for friends & family.

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			Charaity	Junior: Learn why people give; choose causes they care about; share how to balance fun and helping. Senior: Design a simple charity campaign; explore fundraising and how donations are used.	"My Giving Tree" drawing activity; "If I had \$10" sharing story; Role-play donor vs charity rep.	"My Cause & How I'd Help" poster; l-page charity campaign plan; l-minute charity pitch.
Level 3 - Building Wealth	16	Entrepren eurship 101	Entrepreneurs hip 101	Senior only: Build an MVP, test with 3 users, track simple unit economics (price, cost, gross margin), and outline a basic go-to-market approach.	Prototype sketch or sample; Customer interviews (3); Sales role-play; Simple landing-pag e copy; Basic marketing funnel sketch.	Lean canvas (1 page); MVP photo/sketc h; 3-month mini forecast (units, revenue, cost, profit).

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