

FEPPP Resource Package

K-12 Social Emotional Learning Standards

<u>Standard 2</u> – Self-Management: Individuals can regulate emotions, thoughts, and behaviors.

Benchmark 2B: Demonstrates responsible decision-making and problem-solving skills.

K-5 Financial Education Benchmarks

While developing decision-making skills:

- Decide uses for personal funds. (K.SS.1)
- Explain a spending decision based on predetermined criteria for an acceptable outcome and available options. (1.SS.3, 2.SS.7, 3.SS.7, 4.SS.12)
- Differentiate between needs and wants. (K.FD.3, 1.FD.2, 2.FD.4, 3.FD.6)
- Identify and accept the opportunity costs of decisions. (1.FD.4, 2.FD.6, 3.FD.7)
- Develop a list of feasible conditions to set for the use of borrowed personal property. (1.CD.2, 2.CD.2, 3.CD.3)
- List the potential advantages and disadvantages of using credit. (3.CD.1)
- Explain how limited personal financial resources affect the choices people make. (3.FD.5,
 4.FD.6)
- Compare prices for the same item from two different sources. (4.SS.11)
- State the advantages and disadvantages of saving for financial goals. (5.SS.4)



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Lesson: Which Should We Choose?

Objectives: Students will share when they had to make a choice between two options.

Students will use a graphic organizer, as a group, to brainstorm the pros and cons

of different alternative choices.

Students will compare how many students voted for option A and option B.

Source: MCEE "Mathematics & Economics" Curriculum

Grade(s): Kindergarten

Materials: K3-1 - Handout Pro Con Chart

K3-2 - Handout - Data Chart

Lesson: Making Spending Choices

Objectives: Understand that we have choices about what to spend time and money on

Consider things to think about before spending our time and money

Source: CFPB

Grade(s): K-3

Materials: Money Monsters Learn What Things Really Cost

Lesson Guide

Lesson Worksheet



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Lesson: G1-1 - What Do You Want?

Objectives: Students will draw a picture that illustrates an example of scarcity in their lives.

Students will define scarcity as "not having enough to give everyone what they

want".

Lesson: G1-2 - Who Should Get What?

Objectives: Students will use math cubes to visually compare the number of items that the

group wants to the number of items that are available.

Students will brainstorm strategies for allocating scarce resources.

Students will discuss whether they think allocation strategies are fair, easy and safe.

Lesson: G1-3 - How Can We Decide?

Objectives: Students will use a graphic organizer, as a group, to brainstorm the pros and cons

of different alternative choices.

Students will use a graphic organizer to consider the pros and cons of a real or

imaginary choice.

Students will write or share orally what choice they would make in their personal

scenario and why.

Source: MCEE "Mathematics & Economics" Curriculum

Grade(s): 1st Grade

Materials: G1-2-1 - Handout - Allocation Chart

G1-3-1 Google Slide Deck - How Can We Decide

G1-3-2 - Handout - Pros and Cons



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Lesson: G1-6 - Birthday Party Budget

Objectives: Students will describe scarcity and apply it to a lesson activity.

Students will create a bar graph, using counting and comparison skills to analyze

their data.

Source: MCEE "Mathematics & Economics" Curriculum

Grade(s): 1st Grade

Materials: G1-6-1 - Handout - Birthday Months Bar Graph

G1-6-2 - Handout - Birthday Party Budget Choices

Lesson: <u>G3-1 - Danny Chooses a Pet</u>

Objectives: Students will understand the difference between costs and benefits.

Students will use a decision-making grid to solve a problem.

Students will use addition and subtraction to solve problems.

Source: MCEE "Mathematics & Economics" Curriculum

Grade(s): 3rd Grade

Materials: G3-1-1 - Visual - Danny's Birthday

G3-1-2 - Visual - Decision Making Grid Key

G3-1-3 - Handout - Decision Making Grid



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Lesson: G3-2 - Service Group Choices

Objectives: Students will consider options before making a choice.

Students will explain how the scarcity of time impacts their decision.

Students will analyze data to create a frequency table.

Source: MCEE "Mathematics & Economics" Curriculum

Grade(s): 3rd Grade

Materials: G3-2-1 - Handout - 3 Project Cards

Lesson: Using a Buying Plan

Objectives: Recognize times when having a buying plan may be useful

Understand how to use a buying plan to make a major purchase

Source: CFPB

Grade(s): 4-5

Materials: Using a Buying Plan Lesson Worksheet

Using a Buying Plan Lesson Guide

Lesson: Using a budget to shop for a party

Objectives: What is a budget?

How do I use a budget when I shop?

Source: <u>CFPB</u>

Grade(s): 4-5

Materials: <u>Using a Budget to Shop for a Party Worksheet</u>

Using a Budget to Shop for a Party Lesson Guide



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Lesson: G4-1 - Using the PACED Process

Objectives: Students will identify the PACED decision-making model components

Students will apply the PACED decision-making model during an in-class activity

Lesson: G4-2 - A Day at the Amusement Park

Objectives: Students will create their own PACED decision-making grid.

Students will apply their knowledge of addition and multiplication when making a

choice.

Source: MCEE "Mathematics & Economics" Curriculum

Grade(s): 4th Grade

Materials: <u>G4-1-1 - Visual - Field Trip Options</u>

<u>G4-1-2 - Visual - PACED Decision-Making Steps</u>

G4-1-3 - Handout- PACED Decision-Making Grid

G4-2-1 - Activity - A Day at the Amusement Park

G4-2-2 - Handout - PACED Decision-Making Grid