

Lesson Plan: Save and Spend Wisely

AGES: Preschool

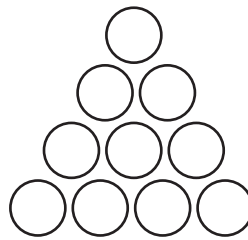
The goal of this activity is for the student to learn about saving and spending wisely.

Supplies:

- 10 plastic cups
- 5 cups are labeled "Save one coin"
- 1 cup is labeled "Spend one coin" and features a picture of an ice cream cone
- 1 cup is labeled "Spend one coin" and features a picture of a video game
- 1 cup is labeled "Spend one coin" and features a picture of a pizza slice
- 1 cup is labeled "Spend one coin" and features a picture of a teddy bear
- 1 cup is labeled "Spend one coin wisely and earn 2 coins for a making a good choice" and features a picture of crayons.
- 5 spongy balls
- 30 plastic coins
- Roll of tape
- B&W printout of puppy for coloring

Step One

Arrange cups in a pyramid format like this:



Step Two

The instructor shows five plastic coins and tells the students that the coins are needed to begin the game. The goal is to save three of the five coins for the picture. While each student takes a turn tossing the spongy ball into a cup, the instructor hands the student one spongy ball at a time and explains:

- For every spongy ball that lands in a "Spend one coin" cup, one of the five coins will be taken away.
- For every spongy ball that lands in a "Save one coin" cup, the student will keep a coin.
- For every spongy ball that lands in a "Spend one coin wisely and earn two coins for making a good choice" cup, the student will earn two coins for making a wise spending choice.

After the first two spongy balls are tossed, the instructor will explain that a wolf is coming to visit, and the cups will be moved around to make it either easier or harder, depending on how the student did with the first two spongy balls.

Step Three

Once all five spongy balls have been tossed into the cups, the instructor will show each student how many coins he or she has earned. If the student comes up short, the instructor can reward the student for his or her efforts to ensure each student has at least three coins.

Step Four

The instructor will tell students that he or she has earned the puppy picture and will hand each student an activity book to continue the saving and spending adventure.

Students return coins to the instructor for the next student.