

# LEARNING EXPERIENCE OVERVIEW

# JA Ourselves<sup>®</sup>

## JA IN A DAY

### ■ Financial Literacy

*JA Ourselves* introduces kindergarten students to the intersection of financial literacy and early elementary grades social studies learning objectives. Through hands-on classroom activities, the learning experience provides students with an introduction to personal economics and the choices consumers make to meet their needs and wants. It also introduces students to the role of money in society while providing them with practical information about earning, saving, and sharing money.

The JA in a Day model consists of five kit-based, volunteer-taught sessions that include primary and secondary objectives from the traditional program. Each JA in a Day session is 30 minutes. The JA in a Day implementation model will receive four Instructional Contact Hours upon registration.

**Concepts:** Buying, choices, costs, earning, giving, goals, goods and services, interests, money, needs and wants, saving, society, spending, values

**Skills:** Counting, decision making, drawing conclusions, following directions, graphing and graph interpretation, listening, matching and classifying, predicting, problem solving, reading and writing, self-assessment, sequencing, teamwork, verbal communication, vocabulary building



## LEARNING EXPERIENCE HIGHLIGHTS

Features of the downloadable JA in a Day Guide for Volunteers and Teachers:

- Format is redesigned for easy delivery of the JA in a Day model.
- Introduction and conclusion are specific to the JA in a Day model.
- Preparation content appears in the front of the guide instead of within each session.
- The Summary and Review and Extended Learning Opportunities have been removed from each session.
- Information pertaining to optional digital resources has been added.



## CURRICULUM OUTLINE

Session	Overview <i>Students...</i>	Objectives <i>Students will be able to...</i>	Changes from Traditional Implementation
<b>Session one</b> <b>This or That?</b> <b>Make a Choice</b>	Practice economics by making personal choices.	<ul style="list-style-type: none"> <li>Identify personal interests.</li> <li>Consider the factors that determine their choices.</li> <li>Define <i>money</i>.</li> </ul>	<ul style="list-style-type: none"> <li>The Postcard w/Magnet is distributed in Session Five.</li> </ul>
<b>Session two</b> <b>Do I Need What I Want?</b>	Recognize that people have basic needs and wants and that money-smart people know the difference between them.	<ul style="list-style-type: none"> <li>Explain the difference between needs and wants.</li> <li>Create a simple chart.</li> </ul>	
<b>Session three</b> <b>A Penny Earned</b>	Are introduced to storybook characters and examine ways they can earn money.	<ul style="list-style-type: none"> <li>Describe the role of money in society.</li> <li>Identify jobs they can do to earn money.</li> </ul>	
<b>Session four</b> <b>A Penny Saved</b>	Are introduced to the concept of saving.	<ul style="list-style-type: none"> <li>Explain the importance of saving money.</li> <li>Identify a savings goal.</li> <li>Identify a place where people save money.</li> </ul>	
<b>Session five</b> <b>A Penny Shared</b>	Are introduced to storybook characters and their plans to earn money for a worthy cause.	<ul style="list-style-type: none"> <li>Explain the importance of giving.</li> <li>Organize a chronological sequence of events.</li> </ul>	<ul style="list-style-type: none"> <li>The wrap-up has been shortened to save time.</li> </ul>

**Note:** The *JA Ourselves* kit is used for both traditional and JA in a Day implementation models.