



Lesson: The Great Investo and Muscles O'Money

Materials:

Teacher will supply:

- document camera
- pencils
- tape or magnets to display word cards

Banker will supply:

- 30 copies of Handout 1, double sided, so students can repeat the activity (if time permits), plus a copy for the banker

Packet contains:

- Word wall cards: “savings goal” and “budget”
- Set of game cards (**NOTE:** Pre-arrange your cards to have 2 deposit cards at the top of the pile)
- List of savings goal items and costs
- Great Investo Book and package of activity books

Preparation:

Review the lesson and the video training ahead of time. The training video can be accessed at http://www.debankers.com/teach_children_to_save_day.html

Tips for Bankers:

1. Write the story questions on post-it notes, then place the sticky notes on pages where the reading stops.
2. As you read, show the pictures to the students. You can show them using the document camera if one is available.
3. As you are having students record answers on Handout 1, you should do the same on your projected copy.
4. Distribute gifts from your bank at the **end** of the session.

Procedure:

1. **Introduce** yourself and your bank.
2. Begin the lesson by **asking** the following questions.
 - a. What does it mean to save money? (*Not spending your money right now, keeping it for later*)
 - b. Why is saving money important? (*Saving helps with making expensive purchases and with life's emergencies.*)
 - c. How many of you save your money? (*Answers will vary.*)

3. **Distribute** Handout 1, one per student, and ask students to have pencils on their desks.
4. **Show** the cover of the book. **Read** the title and author. Tell students that Investo the Great is up to his old tricks, thinking he is the most amazing money magician by using his newest invention, the Currency Ray.
5. Begin to **read** the story, stopping after page 19. **Ask:** Can anyone suggest a way you could get in better shape with your money? (*Answers will vary; might include learning to save instead of always spending*) Can you always have everything you want? (*No*) Why not? (*usually because parents don't have enough extra money to buy something*)
6. Continue reading, stopping after page 20. The word wall card can be found in your packet. Use tape or magnet to hang up **savings goal** word card. **Ask:** What is a **savings goal**? (*a good or service you want to buy in the future*) Why is it wise to have a savings goal? (*you won't be as tempted to spend.*) **Explain:** Sometimes you don't have a specific goal. If you save, the money will be there when you want it for something.
7. Continue reading, stopping after page 23. **Explain:** You might want to save for something that doesn't cost too much, such as a skateboard. This is called a *short-term savings goal*. A short-term savings goal is a good or service you can buy within a short time, such as a few weeks or months. If you want to save toward something very expensive, such as college or a car, this is called a *long-term savings goal*. A long-term savings goal is a good or service you want to buy in a year or longer. **Ask** some students to share their savings goals and tell whether they would be short-term or long-term.
8. Continue reading, stopping after page 26. **Ask:** What is Muscles O'Money's second step to good money health? (*creating a budget*) Can anyone explain what a budget is? (*a plan to know how much money you will earn, spend, and save*) Display the **budget** word card. The budget card can be found in your packet.
9. Continue reading, stopping after page 30. **Ask:** What is *income*? (*money coming in; money you earn, get as gifts, find, etc.*) Why do you think a budget is important? (*If you plan what is happening with your money, you will know when you have enough for the things that you want.*)
10. Continue reading, stopping after page 34. **Ask:** What is Muscles' step 3? (*begin saving toward your goal*)
11. Continue reading, stopping after page 40. **Ask:** Can anyone explain what *interest* is? (*money paid to customers for keeping their money at the bank*)
12. Finish reading the book. Explain that the students are going to play a budgeting game to see if a savings goal can be reached. To begin the game, place the List of Savings Goals under the document camera. For game purposes, each student is

going to choose one item and its cost from the list and record it at the top of Handout 1. Do the same on your Handout 1.

13. Place your Handout 1 under the document camera and stack game cards in a face-down pile (**NOTE:** have 2 deposit cards at the top of the pile so students can begin the game with income). The game cards are in a bag in your packet.
14. Begin the game by having a student turn over the top card on the pile. Write the information on the handout and have students write on theirs. Example:

	Transaction	Deposit (+) Amount	Withdrawal (-) Amount	+ or - sign	Balance
1.	Pet-sitting	\$3.00		+	_____
					\$3.00
2.	Birthday gift	\$10.00		+	\$10.00
					\$13.00

Have a different student draw each card and all students should record the information. After drawing and recording 10 cards, have students answer the questions at the bottom of the page based on their personal goal recorded at the top of the page.

IF YOU HAVE TIME: Shuffle the deck and play a second time, having students select a different savings goal and allowing students who didn't draw in the first round to draw the cards.

15. **Wrap-up** – Ask the following questions:

- What is Muscle O'Money's first step to financial fitness? (*set a savings goal*)
- What is the second step? (*set up a budget*)
- What is the third step? (*begin to save, preferably in a bank where your savings can earn interest*)

List of Savings Goals

Legos Chain Reactions	\$19.00
Drawing/stencil art kit (80 pieces)	\$28.00
Game of Life	\$15.00
Tin can robot	\$13.00
Book – Silly Jokes for Silly Kids	\$5.00
Magic Science for Wizards kit	\$14.00
Waterproof sports watch	\$10.00
Magic Treehouse (4 books)	\$14.00
I Survived books (5 books)	\$21.00
Night-time star projector	\$19.00
Binoculars	\$26.00
Ice cream machine	\$23.00
Headphones	\$9.00

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**You collect your
\$2.00 allowance**

**You earn
\$3.00 pet-sitting**

**Your mother gives
you \$2.00 for
helping her**

**You earn \$4.00
doing yardwork
for your neighbor**

**You find \$1.00 in
coins in your couch**

**You make \$5.00
selling lemonade**

**Your grandfather
gives you \$10.00
for your birthday**

**You pay \$5.00
admission to a
movie**

**You buy a new
toy for \$3.00**

**You donate \$3.00
for the food bank**

**You collect your
\$2.00 allowance**

**You buy a \$2.00
ice cream sundae**

**You lose \$1.00
from your pocket**

**You give \$2.00 to
your little sister**

**You spend \$2.00
for a present for
your mom**

**You pay a \$1.00
fine for a late
library book**