






For the Family

Allow Your DAZZLING Child to Share What They Learned Today:

1. Money is a **FINITE RESOURCE**.
 - a. Your child went on an imaginary shopping trip to understand that money is a **TOOL** we use to get what we **NEED** or **WANT**.
 - b. Your child had a **BUDGET** of **\$10.00** and had to make an **ECONOMIC CHOICE**.
2. There are three ways we can use money = **SAVE**, **SPEND** or **SHARE** it.
 - a. We read the book, *The Berenstain Bears' The Trouble with Money*.
 - b. We used a graphic organizer to review the story and talk about ways to **SAVE**, **SPEND** or **SHARE**.
 - c. Your child thought of a **GOAL** for what he/she would **SAVE** their money to purchase.
 - d. Your child had to decide if theirs was a **LONG-TERM GOAL** or a **SHORT-TERM GOAL**.

Discuss Goals as a Family:

- Focus on instilling a sense of pride and satisfaction in working hard to **EARN** and **SAVE** the money to reach a **GOAL**. 😊
- Discuss a **GOAL** that you have as individuals or as a family. (e.g. movie night, vacation, new toy, etc.)
- Decide safe ways your child/family could **EARN** money. (e.g. allowance for completed chores, yard sale, pet sitting, raking leaves, etc.)
- Decide how much money you would like to **SAVE** and why **SAVING** is so important. 😊
- Decide how you would like to **SPEND** your money. Remember that **NEEDS** come first, and you should not **SPEND** money if you don't have it. 😊
- Decide how you would like to **SHARE** your money. (e.g. a favorite charity, your school, your church, needs in the community, etc.) 😊

Money Earned = e.g. \$100		
SAVE	SPEND	SHARE
<p>\$50.00</p>  <p>Bank = Earn INTEREST</p>	<p>\$25.00</p>  <p>Needs or Wants</p>	<p>\$25.00</p>  <p>e.g. = Meals on Wheels</p>

Suggested Activities:

Activity 1: Label 3 envelopes, boxes or jars with **SAVE**, **SPEND** and **SHARE**. When you earn money, decide how to allocate your earnings and distribute into the containers accordingly. (See chart above on the right.)

Activity 2: Collect change in a jar. Make a prediction about how long it will take to collect a **GOAL** amount. (e.g. \$25.00) Once you have reached your **GOAL**, allow the person who predicted the closest time frame to choose how to use the money. (e.g. go out for ice cream as a family)

Activity 3: Make a graph to show your **GOAL** amount. Create lines to show increment amounts and color in the appropriate space to show what you have **EARNED** toward your goal.