

DEVELOPING A SPENDING PLAN

1. Open the class by asking students if they track their spending. Ask for examples.
2. Tell students they will be learning about budgets (spending plans), as a way to track spending.
3. Present *Developing a Spending Plan* PowerPoint presentation 15.2.G1

- a. Slide 1-2: Introduction

- b. Slide 3: Spending Plan

The Costs Add Up overhead 15.2.D1

- c. Slide 4: Income and Expense

- d. Slide 5: Income

- e. Slide 6: Expense

Spending Plan Game Cards 15.2.H1

- f. Slide 7: Net Loss and Net Gain

- g. Slide 8-17: Spending Plan Process

The Spending Plan Process overhead 15.2.D2

- h. Slide 18: Conclusion

Katie Cole's April I Expense 1 15.2.A3

Katie Cole's Spending Plan 1 15.2.A4

4. Hand out the *Spending Plan 101* worksheet 15.2.A1 and *Developing a Spending Plan* information sheet 15.2.F1 for students to complete.
5. Active Learning Tool 5.0.3 The Bean Game

The Bean Game can be used to reinforce spending plan skills and concepts. It can be used during the lesson, as a review, or as an assessment activity