

**Young Finance**
Empowering Youth,
Building Futures

# FINANCIAL LITERACY PROGRAM

Middle Years Edition





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# Vision and Mission

## Vision

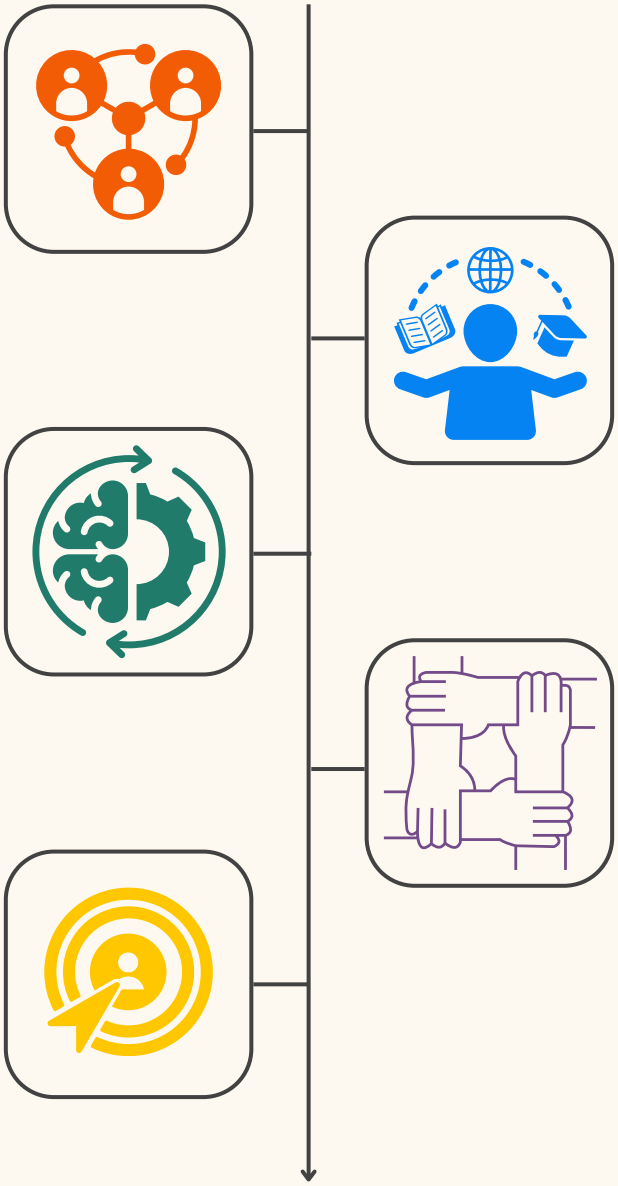
Financial wellbeing is aligned to the economic and social goals set out in the Government's new Measuring What Matters – Australia's First Wellbeing Framework. At Young Finance, we empower students with the essential financial skills they need to thrive in today's world.

## Mission

At Young Finance, our mission is to empower students with the confidence and skills to manage their personal finances on their path to financial independence. Through targeted sessions and workshops on budgeting and finance fundamentals, we aim to elevate the financial literacy of young people across Australia.

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# Our commitment to INTERACTIVE STRATEGY



## Enhanced Engagement:

Interactive strategies foster deeper engagement, capturing students' attention and improving retention of key concepts.

## Active Learning:

By actively participating in the learning process, students develop a stronger understanding through practical application of theoretical knowledge.

## Cognitive Development:

Interactive activities promote critical thinking, allowing students to analyze, problem-solve, and apply their learning in real-world contexts.

## Collaborative Skills:

Group-based activities cultivate essential interpersonal skills, including communication, teamwork, and conflict resolution.

## Relevance and Retention:

Hands-on learning experiences connect academic content to students' lives, reinforcing the material and increasing long-term retention.



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# Budgeting Program

## Income and Expenses

**Interactive Demonstration:** Students participate in a live demo where they learn the basic distinction between earning and spending.

**Practical Examples and Relatability:** By using props like fake money, students engage with real-life examples such as allowance or chores to identify different sources of income and types of expenses.

**Classroom Reflection:** Students share their own income and spending habits, reinforcing the lesson and creating relatable learning moments.

## Needs vs. Wants

**Sorting Game:** Students categorize items like snacks, clothes, or toys as either "needs" or "wants," promoting critical thinking

**Personal Context:** The class discusses items that might be classified as "needs" depending on specific situations, like sports equipment, showing that needs and wants can be subjective.

**Group Reflection:** Through open discussions, students learn how personal circumstances affect needs/wants, allowing them to better understand individual budgeting challenges.

## Fixed vs. Variable Costs

**Imagery:** Students differentiate fixed (e.g., rent, bills) and variable costs (e.g., groceries) through visual aids, solidifying their understanding of both types of expenses.

**Simple Definitions:** The concept of fixed costs staying the same each time and variable costs changing based on usage is broken down into clear, child-friendly terms.

**Interactive Matching:** By using animation and imagery, students actively engage with the material, reinforcing the practical application of these cost types in budgeting.

## Budgeting Basics

**Budget Store Game:** Students work within a set budget, making choices between needs and wants while accounting for fixed expenses to simulate real-world budgeting decision-making.

**Save First Principle:** Students practice saving a portion of their "income" learning the importance of setting money aside for future goals.

**Savings Goal Activity:** Students set personal savings goals and commit to saving in a symbolic jar, fostering the long-term benefits of saving money.

This program aligns with the Australian Curriculum for primary years by addressing key elements of the HASS (Economics and Business) and Mathematics learning areas. Through interactive activities, students develop practical numeracy skills, such as addition, subtraction, and basic financial decision-making, while also enhancing their personal and social capabilities through collaborative work and critical thinking.



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# Online Money Navigation

## Digital Money and Online Safety

**Introduction to Digital Payments:** The session begins with an overview of digital payment methods such as debit cards, apps, and online purchases. Students are encouraged to share their experiences, establishing the relevance of digital money in their daily lives.

**Spot the Safe Site Game:** Students engage in a hands-on activity where they assess fictional websites for safety, learning to identify secure sites by checking for HTTPS, lock icons, and red flags like suspicious URLs or unrealistic prices.

**Practical Online Safety Tips:** Through discussions and activities, students understand the importance of not sharing personal information online and how to stay safe when using digital payment systems, fostering responsible online behaviors.

## Consumer Awareness and Value for Money

**Understanding Advertising Tactics:** Students learn how stores use catchy promotions like “SALE!” or “BUY 1 GET 1 FREE!” to attract buyers. The lesson focuses on how to analyze these offers critically, identifying whether they represent true value for money.

**Price Comparison Exercise:** Through the “Shop Smart Challenge,” students compare different advertisements and sales flyers, using a worksheet to calculate the total cost and identify hidden fees. This teaches them how to make informed buying decisions.

**Evaluating Hidden Costs:** After comparing deals, students discuss findings like how a "bundle" might cost more than separate items, highlighting the importance of carefully evaluating total costs and value in consumer purchases.

## Bank Accounts and Basic Banking

**Introduction to Banks:** Students are taught the basics of bank accounts—what they are, why people use them, and how they help with managing money, saving, and tracking spending.

**Hands-On Banking Activity:** In the “Mock Bank” activity, students engage in simulated transactions by depositing and withdrawing play money, learning how to manage their funds and make choices about saving or spending.

**Understanding Interest:** By earning a “bonus token” for saving money in their account, students get a simple introduction to interest, seeing how saving in a bank can lead to additional benefits over time, reinforcing the concept of financial growth.

This program introduces students to the role of digital money and online safety, teaches critical consumer awareness and decision-making skills, and explores the basics of banking and saving. Through hands-on activities, students practice numeracy, ethical understanding (safe online behavior), and personal/social capability, equipping them with essential life skills for navigating modern financial systems.



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# Smart Money Choices

## Lending, Debt, and Credit

**Understanding Lending:** Students are introduced to lending as the act of giving money with the expectation it will be repaid, helping them recognize the dynamics of borrowing and lending.

**Exploring Debt and Responsibility:** The concept of debt is explored by discussing how borrowing money creates an obligation to repay, often with added interest or fees, which helps students understand the financial implications of borrowing.

**Role-Play Activity:** In a mini role-play, students act out borrowing and lending scenarios, experiencing firsthand how borrowing money works, and discussing why borrowing may sometimes be necessary but comes with a cost.

## Setting Financial Goals

**Defining Short-Term vs. Long-Term Goals:** Students distinguish between short-term and long-term financial goals, such as buying a new toy versus saving for a bike, reinforcing the importance of planning for both immediate and future needs.

**SMART Goals Framework:** Through a simple introduction to the SMART criteria (Specific, Measurable, Achievable, Relevant, Time-Based), students learn to set clear and actionable financial goals.

**Personal Goal-Setting Activity:** Students write down a personal financial goal on a sticky note, marking it as short-term or long-term, which they can refer back to and track over time.

## Saving and Interest

**Basic Concept of Saving:** Students learn the importance of setting aside money for future use, understanding that saving helps them reach financial goals and manage money effectively.

**Understanding the Time Value of Money:** Students learn how saving money over time can accumulate and grow, by simply practicing delayed gratification and seeing how small savings can add up towards reaching their financial goals. This teaches the value of patience in managing money.

**Interest and Saving in Practice:** By comparing the two options of borrowing versus saving, students understand how saving for a goal can take time but is often a cheaper and smarter option compared to borrowing, which may require paying additional interest.

This program aligns with the Australian Curriculum by fostering financial literacy through practical learning in the areas of Economics and Business. It introduces key concepts such as lending, debt, and credit, helping students understand the implications of borrowing and the responsibility of repayment. Students also engage with setting both short-term and long-term financial goals using the SMART framework, promoting goal-oriented thinking. The program explores the importance of saving, the time value of money, and how saving for goals can be a more cost-effective alternative to borrowing, reinforcing critical numeracy and decision-making skills.



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# Ongoing support

**Our ongoing support delivers two weeks' worth of additional study plans for students that teachers can seamlessly implement into their classrooms. The Young Finance Workbooks are designed to support both student learning and teacher instruction. By integrating key mathematical skills with practical financial scenarios, the workbook helps students strengthen their numeracy while learning about budgeting, saving, and spending, and reinforces the key concepts put forward in our seminars. Students will gain a deeper understanding of money management, financial planning, and responsible decision-making. With structured activities, easy-to-follow guides, and continuous support, teachers are equipped to reinforce financial literacy and engage students effectively.**

## 01 Real-World Math Application

Students will practice addition, subtraction, multiplication, and division through budgeting, savings tracking, and cost-sharing exercises, reinforcing key mathematical concepts in practical scenarios.

## 02 Fractional and Percentage Calculations

Workbook activities include saving fractions of money, calculating discounts, and applying simple interest, helping students understand percentages and fractions in the context of personal finance.

## 03 Interactive Graphs and Tables

Students will create and interpret tables, bar graphs, and pie charts to track financial progress, enhancing their ability to visualize and analyze numerical data.

## 04 Teacher's Support and Assessment Tools

Teachers receive step-by-step guides with answer keys, extension activities, and informal assessment tools to support ongoing learning and ensure understanding of both financial and mathematical concepts.

