LESSON PLAN

Name: Lauren Caputo Date: Monday, Nov. 11

Cycle Day: 5

GENERAL INFORMATION

Lesson Title & Subject(s): 3rd and 4th Gifted

INSTRUCTIONAL PLAN

Pass out packets and introduce students to the Zoo Design Project by reading the Job Description page together.

Step 1: Budget

- Read over the budget page and discuss what is a budget?
- Better understand budget by playing the bean game.

The Bean Game

- Hand out worksheets and beans, explain the game.
- Have students work in pairs to manage their "budget".

Step 1: Budget Continued

• Allow students time to work on their zoo budget and purchase their animals.

Close out the activity by discussing with students what they learned about keeping a budget.

Allow 10 minutes at the end of the period for students to check their stocks on the iPads/Chromebooks.

LESSON PLAN

Name: Lauren Caputo Date: Wednesday, Dec. 4

Cycle Day: 6

GENERAL INFORMATION

Lesson Title & Subject(s): 3rd and 4th Gifted

INSTRUCTIONAL PLAN

Finish review of area and perimeter, checking students' answers on worksheet from previous class. Begin Step 2 of the Design a Zoo unit. Together as a whole group, take students through the steps of figuring out the size of each enclosure needed for each animal, and how they can draw it on their graph paper. Double check their answers. Once students are comfortable with the process, let them work at their own pace on this stage.

Allow 10 minutes at the end of the period for students to check their stocks on the iPads/Chromebooks.

THE BEAN GAME

Living on a "20 Bean Salary"

Recreated and Reproduced by Jana Darrington, M.S. Family and Consumer Science Agent Utah State University Extension, Utah County

Game Instructions

Purpose

Managing money means making choices. There is never enough money available for all of the things we'd like to have or do. This game will help you decide what is most important to you.

How to Play

This game may be played individually, but optimum results come from playing in a group of 2 or more. Divide participants into groups of at least 2 and not more than 5. Each individual/group receives 20 beans and a set of spending category sheets. The individual/group must decide how to spend their "income" based on life circumstances, values and goals. Each item has a set number of squares which indicates how many beans are needed to "pay" for that item.

ROUND #1

First, each individual/group must select one item in each of the categories with the gold stars (Food, Housing, Furnishings, Transportation, Insurance and Clothing & Laundry). Once you have finished selecting items in the required categories, continue selecting items until you have used up your 20 bean income.

DISCUSSION QUESTIONS

Why did you choose the items you did? In what ways were you influenced by your values? Your goals? Your previous experiences? Compare what you spent your beans on with another individual/group.

Resources:

Parker, L. (n..d.). *The Bean Game*. Washington State University Extension, Family Resource Management Specialist.

Office of State Treasurer John Perdue. (n.d.). *The Budget Game: Living on a 20 Square Salary*. Financial Education Programs, Charleston, WV. Retrieved October 26, 2008 from http://www.wvtreasury.com.

ROUND #2

Your income has just been cut to 13 beans. What will you give up? What changes will you make? Make changes until you only have 13 beans on your spending sheets.

DISCUSSION QUESTIONS

What kinds of items did you choose to give up? Why? What did you learn about yourself and money in this process? Compare your budget-cutting choices with another individual/group.

OTHER CHOICES you may have to make...

- 1) Someone in the family just broke their leg. If you have insurance, you don't need to do anything. If you don't, take off 3 beans.
- 2) Your mom or dad just got a 2 bean raise! Decide where it should be spent.

Distributed by:

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Housing with Uti	lities
live with relatives sharing cost of utilities (no phone)	
share an apartment or house with others, including basic utilities (no phone)	
rent place of your own, including basic utilities (no phone)	
Communications	
No phone	No cost
Phone with limited long dis	stance calls

	Insurance
	Auto
	Liability coverage only
	Complete coverage
١	Health and Disability
	No coverage No Cost
	Fringe benefits of job
	Basic health coverage
	Individual health &
١	disability coverage
	Renters
	Property and liability coverage
	Gifts
	Make your own
	Purchase cards or small gifts occasionally
	Purchase frequent gifts



Phone with many long distance calls

Cell phone

High-speed Internet



for family and friends



Check Out These Budgeting Tips

- ♦ Wants vs. Needs A need is a necessity, such as housing or food. A want can be anything and may not be a necessity. Be careful when spending on wants.
- ◆ Pay Yourself First After budgeting for necessities and before spending anything for wants, always tuck away some money from each paycheck for emergencies into a rainy day savings account.
- ◆ **Before Charging** Ask yourself: 1) Do I really *need* it? and 2) Will I still have this 5 years from now? If the answers are *No*, then wait until you can pay cash.
- Rule of Percentages A good rule of thumb for budgeting your salary is: 70% pay current bills, 20% save for future purchases, 10% invest for long term.

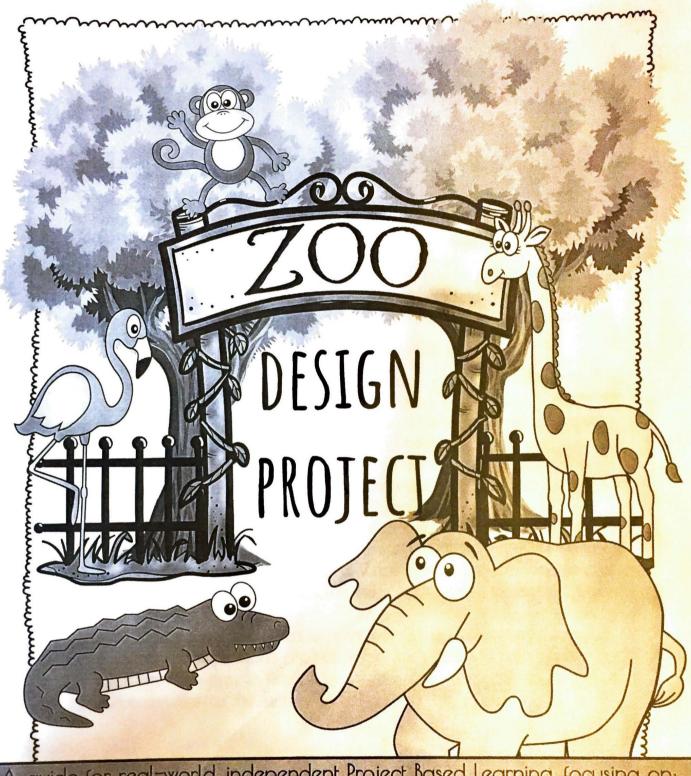
Average Expenditure Breakdown for Total Household Income			
30%	Housing		
18%	Transportation		
16%	Food		
8%	Charity / Misc.		
5%	Clothing		
5%	Medical		
5%	Recreation		
5%	Utilities		
4%	Savings		
4%	Other Debts		

- ◆ Money Tracking We often spend money without thinking about it. Keep track of all your expenditures (cash, checks, debit cards, ATM withdrawals and credit cards), even the smallest ones. Record them every time in a notebook or register. Review them regularly to make yourself aware of where your money goes.
- ◆ **Fixed, Flexible or Luxury?** Categorize the expenses in your budget. Is it *fixed*, such as rent or a car payment? Is it *flexible* such as groceries, gas or long distance use? Or is it *luxury*, such as entertainment or going out to eat?
- ♦ Rule of 72 (to double your money) If you know the interest rate you can get, divide 72 by the known interest rate and it will give you how many years it will take to double your money. If you know how many years you have, divide 72 by the number of years and it will tell you what interest rate you must have to double your money.

Examples: If interest rate is 6%. $72 \div 6 = 12$ years. If time is 10 years. $72 \div 10 = 7.2\%$ interest rate needed.



necreation		Basic products like	e C
Hiking, walking, visiting friends or library	cost	soap, shampoo, toothpaste, make-up, etc.	
TV, snacks, picnics, driving around]	Occasional professional haircuts, basic personal	
Cable TV, sports and movies		care products Regular professional	
Fishing, hunting, hobbies		hairstyling, name brand personal care products	
CDs/music, books, DVDs			
Concerts, vacations & spectator sports		Clothing & Laund	dry \chi
		Clothing Wear present wardrobe	No Cost
Food		Use your sewing skills	
Cook at home; dinner out		Buy at a discount store, thrift shop, or used clothing store	
once a week Frequent fast food lunches	_	Buy at a department store	
and weekly dinner out; cook other meals at home		Shop for designer clothes	ППП
All meals away from home		Laundry Do laundry at parents	No Cost
		Use Laundromat; some	No Cost
Transportation		dry cleaning Rent or purchase washer	
Walk or bike No cost		or dryer	
Ride bus or join a carpool		More choices	
Buy fuel for family car]	Books or other items	1
Buy used car and fuel		purchased on installment Newspaper and magazine	
Buy new car and fuel		subscriptions New TV, DVD player or	· iPod
Gold Star denotes Required	Category	in a control player of	
Som Stat denotes Reduited	Calcent		



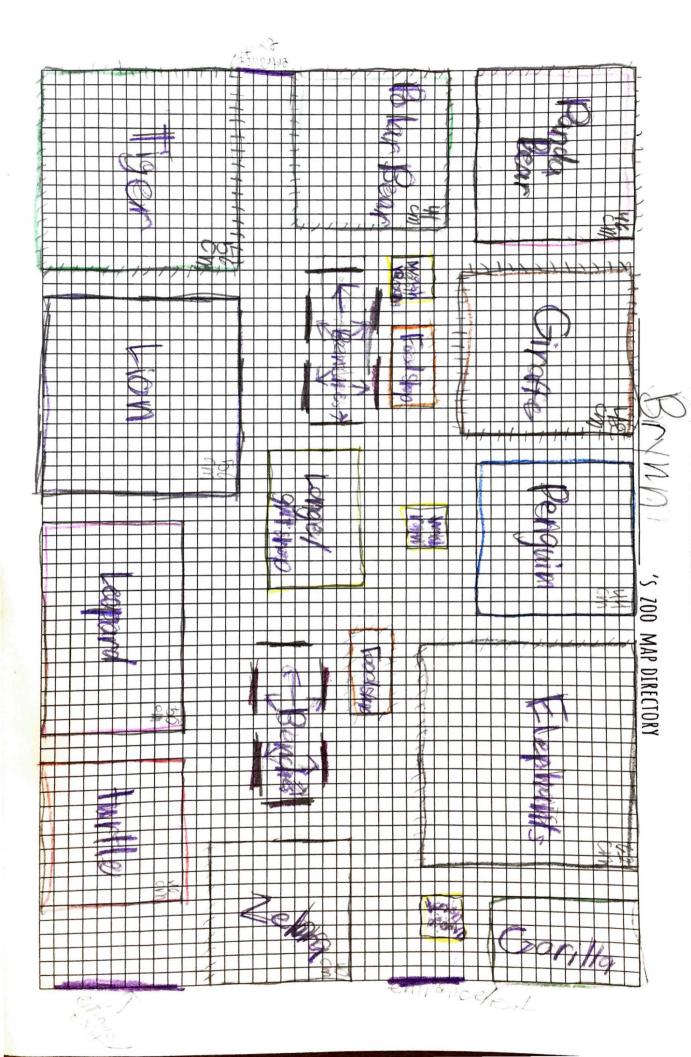
guide for real-world, independent Project Based Learning, focusing on:

Animal habitats

Engineering skills & concepts

Area, perimeter & measurement * Architectural design

Rocky Mountain Classroom®





3rd & 4th grade students in the Gifted program at Lyter Elementary work on their Build a Zoo projects.

