

## **LESSON 4**

Lesson Plan Title:	Finance Day 4: Understanding Spending	Instructor:
Suggested Total Tin	<b>ne for Lesson (minutes):</b> 40 minutes (1 da	ay)
Content Focus - Who	at Will Students Learn? (Content Skill Se	ts)
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Materials and Reso	urces- What do you need to assemble an	d prepare before the lesson?
<ul><li>Materials:</li><li>Dried Beans or Color Pencils or Computers with Excel</li><li>The Bean Game Handouts or Virtual File</li></ul>		<b>Resources:</b> <ul> <li>Finance Cluster PowerPoint Presentation</li> <li>The Bean Game Teacher Guide</li> <li>The Bean Game Handouts or Virtual File</li> </ul>
Lesson Outline: Who	at learning activities will your students o	lo?
Time	Sequence/Description of Learning Activity	
5 minutes	<b>Get Started/Explain:</b> Reflect on yesterday's lesson: While categorizing needs and wants may sound simple, it can be hard to recognize the difference when you're considering a purchase	
30 minutes	<ul> <li>Discover/Engage/Practice:</li> <li>Play The Bean Game</li> <li>There are a few ways you can do this with your students. You can purchase dried beans and distribute them as the game indicates, you can have students use the virtual worksheet (excel document) which will allow them to type in the numbers to calculate their beans, or you can use the printed handout and color pencils to allow the students to color in the beans.</li> <li>Follow the directions on the Teacher Guide and play the game.</li> </ul>	
5 minutes	<ul> <li>Check for Understanding/Summarize/Close:</li> <li>Discussion</li> <li>What did you learn from this game?</li> </ul>	
Modifications, Supp	ort, and Extensions (for those students	-
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Reflection- Did the s		