#### How to read the chart:

Each row: Identifies lesson plans which teach the same objectives at different grade levels and in different instructional formats.

- Each column: Indicates the curriculum type. FEFE lesson plans are Take Charge (advanced, grades 10-12), Get Ready (introductory, grades 7-9) and Essentials curriculum which is 60 -minute lessons. The bulletin boards, enhancement tools (project ideas) and active learning tools are all support resources to enhance instruction.
- Active learning tools column: When an active learning tool has been integrated directly into a lesson plans instruction it is noted using color coding. Blue = Take Charge lesson plan; Red = Get Ready lesson plan; Green = Essentials lesson plan. For a comprehensive list of all Active Learning Tools and integration ideas see pages 6-7.

Unit	Take Charge Lesson Plan (Curriculum Type 1)	Get Ready Lesson Plan (Curriculum Type 2)	Essentials Lesson Plan (Curriculum Type 7)	Bulletin Board (Curriculum Type 4)	Enhancement Tool (Curriculum Type 6)	Active Learning Tools (Curriculum Type 5)
Career Unit 1.0	Career Notebook 1.1.1	The Places You Will Go! 2.1.2				Guest Speaker 5.0.47 Bee Movie 5.0.42
	Career Research 1.1.2	What Does Your Future Hold? 2.1.3				Mr. Holland's Opus 5.0.40 The Devil Wears Prada
	Comparing Job Offers 1.1.3	Does Money Grow on Trees 2.1.1				<b>5.0.41</b> Personality Quadrant
	Cover Letters 1.1.4					5.0.15 Brain Bashers 5.0.27
	Developing a Resume 1.1.5					The Game of LIFE 5.0.22
	Interest Inventory 1.1.6					The Game of LIFE Twists and Turns 5.0.39
	Interview Etiquette 1.1.7					
	Interview Questions 1.1.8					
	Investment In Yourself 1.1.9					
	Role Play Interview 1.1.11					
	Thank You Notes 1.1.12					
	Job Application 1.1.13					
Consumer Decisions	Store Brand vs. Name Brand 1.2.1	Comparison Shopping Splendor 2.2.1			Stay In Touch 6.2.1	The Market 5.0.25
2.0	Wise Shopping Practices 1.2.2					
	The Impact of Advertising 1.2.3	FAMILY ECONOMICS &	TAKE			
		FINANCIAL EDUCATION	For Consumer Financial Education and Res		UNIVERSITY ARIZONA.	

Unit	Take Charge Lesson Plan (Curriculum Type 1)	Get Ready Lesson Plan (Curriculum Type 2)	Essentials Lesson Plan (Curriculum Type 7)	Bulletin Board (Curriculum Type 4)	Enhancement Tool (Curriculum Type 6)	Active Learning Tools (Curriculum Type 5)
Consumer Protection	Identity Theft 1.3.1		Identity Theft Essentials 7.3.1	Identity Theft 4.19.11	Internet Safety Ideas 6.3.1	Catch Me If You Can 5.0.43 The Money Pit 5.0.53
3.0	Online Shopping 1.3.2			Phishing 4.19.13		
Credit 4.0	Understanding a Credit Card 1.4.1	Take Charge of Credit Cards 2.4.1	Understanding a Credit Card Essentials 7.4.2		Clever Credit card Use 6.4.1 Don't Get Sucked Into Financial Ruin 6.4.2	Integrating Music 5.0.46 Confessions of a Shopaholic 5.0.44 PowerPoint Trivia 5.0.50 True or False 5.0.9 Honk if You Like Bumper Stickers 5.0.4 Financial Statistics Puzzles 5.0.18
	Understanding Credit Reports 1.4.2		Understanding Credit Reports7.4.3		Don't Get Sucked Into Financial Ruin 6.4.2	MoneyWorld Squares 5.0.8 Four on the Floor 5.0.7
	Payday Lending 1.4.4					
Decision Making 5.0	Forced Choices 1.5.1	Decision Making Magic 2.5.1			A Picture is Worth 1000 Words 6.5.1	A Life Choice 5.0.1
	Making a Choice 1.5.2					
	Pro's and Con's in Decision Making 1.5.3					
Financial Calculators	Intro. to Financial Calculators 1.6.1					
6.0	Future Value Calculations 1.6.2					
	Monthly Payment Calculations 1.6.3					
	Time Length Calculations 1.6.4	FAMILY ECONOMICS &	TAKE			
	7	FINANCIAL EDUCATION	For Consumer Financial Education and Rese	te ATHE	UNIVERSITY ARIZONA.	

Unit	Take Charge Lesson Plan (Curriculum Type 1)	Get Ready Lesson Plan (Curriculum Type 2)	Essentials Lesson Plan (Curriculum Type 7)	Bulletin Board (Curriculum Type 4)	Enhancement Tool (Curriculum Type 6)	Active Learning Tools (Curriculum Type 5)
Depository	Checking Simulation 1.7.1	Debit Card Simulation 2.7.3	A			
Institutions 7.0	Electronic Banking 1.7.2	Electronic Banking Bonanza 2.7.1	Depository Institution Essentials 7.2.2			Fly Swatter Facts 5.0.28
	Depository Institutions 1.7.3	Depository Institutions Discovery 2.7.2	Depository Institution Essentials 7.2.2	Life of a Check 4.19.8		Catch Me If You Can 5.0.43 Financial Facts Feud 5.0.33 Monopoly 5.0.16
1 1 1	Contactless Payment 1.7.5					
	Online Banking 1.7.6		Depository Institution Essentials 7.2.2			
Food 8.0	An Evaluation of Convenience 1.8.1					The Market 5.0.25
	Grocery Shopping Within a Budget 1.8.2	,	A 1			
Housing 9.0	Choosing Housing Necessities 1.9.1		`			The Money Pit 5.0.53
	How to Locate a Living Space 1.9.2					Four on the Floor 5.0.7
	Renting vs. Owning a Home 1.9.3					
	Understanding Housing Leases 1.9.4					
	Securing a Living Space 1.9.5					







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Unit	Take Charge Lesson Plan (Curriculum Type 1)	Get Ready Lesson Plan (Curriculum Type 2)	Essentials Lesson Plan (Curriculum Type 7)	Bulletin Board (Curriculum Type 4)	Enhancement Tool (Curriculum Type 6)	Active Learning Tools (Curriculum Type 5)
Insurance 10.0	Types of Insurance 1.10.1		Types of Insurance Essentials 7.10.1			Guest Speaker 5.0.47
Introduction to Finance 11.0	Life Cycle of Financial Planning 1.11.2	\				Guest Speaker 5.0.47
Investing 12.0	Introduction to Investing 1.12.1					Guest Speaker 5.0.47 Foldables 5.0.54 Musical Chairs 5.0.48
	Language of the Stock Market 1.12.2	4		Investment Risk Pyramid Mobile 4.19.7		Mr. Deeds 5.0.55
	The New York Stock Exchange 1.12.4		A 1	How to Read Stock Tables 4.19.5		
	Tracking a Stock 1.12.5			How a Stock is Bought and Sold 4.19.6		
Paychecks & Taxes 13.0	Understanding Your Paycheck 1.13.1	Planet Paycheck 2.13.1	Paycheck Essentials 7.13.2		Paycheck Particulars 6.13.1	Twister 5.0.10 MoneyWorld Squares 5.0.8 Double the Salary 5.0.6 Twister 5.0.10 The Mystery Coin 5.0.26 Pursuit of Happyness 5.0.49









Unit	Take Charge Lesson Plan (Curriculum Type 1)	Get Ready Lesson Plan (Curriculum Type 2)	Essentials Lesson Plan (Curriculum Type 7)	Bulletin Board (Curriculum Type 4)	Enhancement Tool (Curriculum Type 6)	Active Learning Tools (Curriculum Type 5)
Savings 14.0	Choosing to Save 1.14.1	The Secrets of Saving 2.14.1	Choosing to Save Essentials 7.14.2	A Little Goes A Long Way 4.19.1	Savings IQ 6.14.1 Savers Challenge 6.14.2 Saving Campaign 6.14.3	Time Values of Money Magic 5.0.51 Children's Book Creation 5.0.52 Bingo 5.0.21 Jenga 5.0.14
	Savings Tools 1.14.2			Saving For Your Future Bulleting Board 4.19.9 Your Money At Work 4.19.12	Savers Challenge 6.14.2	Dominoes 5.0.20
	Time Value of Money Math 1.14.3	4		A Little Goes A Long Way 4.19.1		Time Values of Money Magic 5.0.51
Spending Plans 15.0	Budgeting for a Baby 1.15.1					
	Spending Plans 1.15.2	Diving Into Spending Plans 2.15.1	Spending Plan Essentials 7.15.2			The Bean Game 5.0.3 Reality Check 5.0.13
		Major Expenditure Mania 2.15.2				
	Planning an Event 1.15.4					
	Reality Check 1.15.5					
	The Vacation of a Lifetime 1.15.6					









Unit	Take Charge Lesson Plan (Curriculum Type 1)	Get Ready Lesson Plan (Curriculum Type 2)	Essentials Lesson Plan (Curriculum Type 7)	Bulletin Board (Curriculum Type 4)	Enhancement Tool (Curriculum Type 6)	Active Learning Tools (Curriculum Type 5)
Transportation 16.0	Automobile Insurance 1.16.1					Fly Swatter Facts 5.0.28
	Researching an Automobile 1.16.2					
	Shopping for an Automobile Loan 1.16.3					
Values, Needs vs. Wants, and	A Collage About Me 1.17.1					Attitudes About Money 5.0.2
Goal Setting 17.0	Needs vs. Wants 1.17.2	Exploring Values, Needs, and Wants 2.17.2	Values, Needs, Wants, and Goal Setting Essentials 7.17.2		Just Shopping With Mom 6.17.1	Pursuit of Happyness 5.0.49
	Setting Financial Goals 1.17.3	Goals Galore 2.17.1	Values, Needs, Wants, and Goal Setting Essentials 7.17.2	Financial Goals Bulletin Board 4.19.3	Gaining with Goals 6.17.2	
	Values Auction 1.17.4		Values, Needs, Wants, and Goal Setting Essentials 7.17.2		Financial Values 6.17.3	What Activities Make You Feel Good? 5.0.11
	Values Continuum 1.17.5					
	What Would You Do? 1.17.6					
Receiving 20.0	Receiving Income from Government Programs 1.20.2					Guest Speaker 5.0.47
	Perez Family Receiving Income from Government Programs Case Study 1.20.2					









Active Learning Tools (curriculum Type 5)	Content in Active Learning Tool Lesson Plan	Additional Integration Ideas
Introductory Activities	1 1000	
A Life Choice 5.0.1		All Units and Lesson Plans
Attitudes About Money 5.0.2		All Units and Lesson Plans
Double the Salary 5.0.6		Planet Paycheck 2.13.1, Understanding Paycheck 1.13.1, Comparing Job Offers 1.1.3
Four on the Floor 5.0.7	Renting vs. Owning a Home 1.9.2	All Units and Lesson Plans
What Activities Makes You Feel Good? 5.0.11		All Units and Lesson Plans, Values, Needs vs. Wants, and Goal Setting Unit
Reality Check 5.0.13	-/-	Units 1.1.0, 1.14.0, 1.15.0, 1.17.0
Personality Quadrant 5.0.15		Career Unit 1.1.0
Financial Statistics Puzzles 5.0.18		All Units and Lesson Plans
Sweet Rewards 5.0.23		All Units and Lesson Plans
The Market 5.0.25		Consumer Decisions Unit 1.20, Foods Unit 1.8.0
Mystery Coin 5.0.26		Planet Paycheck 2.13.1, Paychecks and Taxes 1.13.1
Brain Bashers 5.0.27		All Units and Lesson Plans
The History of Money 5.0.29		All Units and Lesson Plans
Focus Activities 5.0.38		Units 1.1.0, 1.2.0, 1.3.0, 1.4.0, 1.7.0, 1.8.0, 1.10.0, 1.13.0, 1.14.0, 1.15.0, 1.16.0, 1.17.0
Board Games		
Monopoly® 5.0.16		Units 1.7.0, 1.9.0, 1.12.0, 1.13.0, 1.14.0, 1.15.0, 1.17.0
Pit <sup>®</sup> 5.0.17		Units 1.12.0, 1.17.0
The Game of Life <sup>®</sup> 5.0.22		Units 1.1.0, 1.9.0, 1.10.0, 1.12.0, 1.15.0, 1.1.17.0
The Game of LIFE Twist and Turns 5.0.39		Units 1.1.0, 1.9.0, 1.10.0, 1.12.0, 1.15.0, 1.1.17.0
Books		
Kermit the Hermit 5.0.30		What Can You Do With Money 2.14.1, Saving Unit 1.14.0
Pig Painting 5.0.31		What Can You Do With Money 2.14.1, Saving Unit 1.14.0
TCA Elementary Lessons 5.0.35		Many units and lesson plans depending on the children's book
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Active Learning Tools (curriculum Type 5)	Content in Active Learning Tool Lesson Plan	Additional Integration Ideas
Reinforcement Activities		
The Bean Game 5.0.3		Spending Plans 1.15.2
Bumper Stickers 5.0.4		All Units and Lesson Plans
Card Sort 5.0.5	Depository Institutions Unit 7.0	All Units and Lesson Plans
Money World Squares 5.0.8	Automobile Insurance 1.16.1	All Units and Lesson Plans
True or False Chair Races 5.0.9		All Units and Lesson Plans
Twister <sup>®</sup> 5.0.10		All Units and Lesson Plans
Jenga <sup>®</sup> 5.0.14		All Units and Lesson Plans
Dominoes <sup>®</sup> 5.0.20	Understanding Credit Reports 1.4.2	All Units and Lesson Plans
Bingo 5.0.21		All Units and Lesson Plans
Fly Swatter Facts 5.0.28	Impact of Advertising 1.2.3	All Units and Lesson Plans, Electronic Banking Bonanza 2.7.1, Automobile Insurance 1.16.1
Hangman <sup>®</sup> 5.0.32	Take Charge of Credit Cards 2.4.1, Securing a Living Space 1.9.5	All Units and Lesson Plans
Financial Facts Feud 5.0.33		All Units and Lesson Plans
Wheel of Wonder 5.0.34	Take Charge of Credit Cards 2.4.1	All Units and Lesson Plans
Zip Around 5.0.37	The Language of the Stock Market 1.12.2, Savings Unit	All Units and Lesson Plans
News Interview 5.0.45		All Units and Lesson Plans
Integrating Music 5.0.46		All Units and Lesson Plans, Understanding a Credit Card 1.4.1
Guest Speaker 5.0.47		All Units and Lesson Plans, Types of Insurance 1.10.1, Life Cycle of Financial Planning 1.11.2, Introduction to Investing 1.12.1, Receiving Income from Government Programs 1.20.2, The Places You'll Go 2.1.2
Musical Chairs 5.0.48	Introduction to Investing 1.12.1, Automobile Insurance 1.16.1	All Units and Lesson Plans









Active Learning Tools (curriculum Type 5)	Content in Active Learning Tool Lesson Plan	Additional Integration Ideas
Reinforcement Activities		
PowerPoint Trivia Template 5.0.50		All Units and Lesson Plans, Understanding a Credit Card 1.4.1
Time Value of Money Magic! 5.0.51	Choosing to Save 1.14.1, The Secrets of Saving 2.14.1, Choosing to Save Essentials 7.14.2	Unit 14.0
Children's Book Creation 5.0.52		All Units and Lesson Plans, Choosing to Save 1.14.1
Foldables 5.0.54		All Units and Lesson Plans, Introduction to Investing 1.12.1
Movies		
Mr. Holland's Opus 5.0.40		Units 1.1.0, 1.17.0
The Devil Wears Prada 5.0.41		Units 1.1.0, 1.5.0,1.17.0
Bee Movie 5.0.42		Units 1.1.0, 1.17.0
Catch Me If You Can 5.0.43		Units 1.3.0, 1.13.0
Confessions of a Shopaholic 5.0.44	**	Units 1.1.0, 1.2.0, 1.4.0, 1.5.0, 1.15.0, 1.17.0
Pursuit of Happyness 5.0.49		Units 1.1.0, 1.13.0, 1.17.0
Money Pit 5.0.53		Unit 1.9.0
Mr. Deeds 5.0.55		Unit 1.12.0









Multiple Units (curriculum Type 0)	Focus of lesson plan (Each focus can be integrated into any FEFE unit to help enhance content)
Financial Literacy Portfolio 1.0.6	Maintaining a complete collection of information used in the financial literacy course, documenting connections being made in life and financial literacy through daily journals, reader logs, web quests, etc, maintaining examples of the employment forms required during the job application process, understanding the location of important documents needed throughout adult life and transition to the next phase of their lives, understanding the need to keep accurate financial records.
Gumball Machine 1.0.7	The Gumball Machine provides a descriptive overview of financial well-being. It can be used as a heuristic (an aid to learning) and it can be used as a mnemonic (a device for helping memory).
Readers Workshop in the Financial Literacy Class 1.0.1	Strengthening, reading comprehension skills., analyzing connections the trade books being read, critically considering the hidden issues in each trade book, synthesizing the information in the trade book and what is being learned in class to their daily lives.
Technology Integration Options 1.0.9	Web 2.0 technologies are easily integrated into the classroom and into many FEFE lesson plans. This resource provides assistance to educators in incorporating technology into the classroom. The resource includes websites, tips for using those websites, and sample completed works.
Internet Games Relating to Financial Education 1.0.10	Internet games are an excellent resource for the financial education classroom. This resource outlines some of the Internet games relating to financial education that are available for use by educators.
Video Clips Relating to Financial Education 1.0.11	Video and movie clips are an excellent resource for the financial education classroom. This resource outlines some video clips relating to financial education that are available for use by educators. Instructions on how to use media converters to convert online video clips into files is included as well.





