

WELCOME TO

CAMP & ally
do it right.

YOUR STORE

TEACHER'S GUIDE

HI THERE, TEACHERS!

This program is designed to help teach your students about money and how we can create a business that we love. Your class will be challenged to work together to open up their very own toy store, but this store is special. It is entirely run by kids! That's right, it's up to your students to build the **WORLD'S FIRST TOY STORE RUN BY KIDS!** Kids will learn about saving, spending and giving through interactive games and activities. Get ready for a financial literacy education adventure!

WHAT YOU WILL NEED:

- A big screen to present pre-recorded video content
- Printed worksheets
- Writing utensils
- Some craft supplies (i.e. construction paper, air dry clay, tape, scissors, glue, paper, popsicle sticks, pom poms, etc.)

SAMPLE QUESTIONS:

- What is entrepreneurship?
- What does invest mean?
- Why is giving so important?
- What is a prototype?
- What does earning mean?
- Why is saving so important?

THIS IS HOW IT WORKS

Use our pre-recorded videos to guide the experience. Your CAMP Counselor will introduce the narrative, students will get to listen to a reading of “Emma and the CosmoPhone” from a special guest and there are 3 activities built into the program. Your CAMP Counselor will let you know when to begin each activity with your class. Each segment will be tied back to financial education lessons from Ally on earning, saving, spending, and giving money.



Activity 1: SKETCH A FLOOR PLAN

Teachers will be prompted to ask students to sketch a floor plan for our new store! CAMP will provide a visual guide to inspire kids.

Teaching Moments: Investing, Selling, Entrepreneurship, Earning, Saving, Design, Spending

Activity 2: DIY PROTOTYPE

Teachers will be prompted to give children a mix of basic crafting materials. Students will get creative with any materials they have at hand to design a prototype of a toy they'd like to invent. They'll be challenged to come up with a toy idea to stock our toy store shelves!

Teaching Moments: Investing, Selling, Entrepreneurship, Earning, Saving, Spending

Activity 3: COMMUNITY IDEAS

Teachers will be prompted to ask students to draw or write down ways we can use some of the money in our savings to help our community.

Teaching Moments: Spending and Giving