



Financial Curriculum Facts

Financial Champions is an experiential curriculum composed of two youth guides, a helper's guide, and an interactive web game. It is sponsored by the InCharge Institute of America, Inc., in conjunction with Windermere Communications, Inc. and the 4-H Cooperative Curriculum System; and Penn University.

The first guide titled "**Money Fun-damentals**" helps youth identify their thoughts about money. Youth also learn how to:

- Communicate with others about money
- How needs and wants affect financial decisions
- How to plan for financial success by setting goals
- How a money plan affects goals

The second guide titled "**Money Moves**" helps youth learn about:

- Banking and maintaining a checking account
- Investing
- Credit
- Different methods of handling money
- Effects of advertising
- Ways to be an effective consumer

The "**Money Helper's Guide**" helps young teens learn through activities by:

- Objectives that include a defined life skill and personal finance skills
- Indicators to measure successful completion of the activity
- Materials, time, and group size at the beginning of each activity
- Providing background information for helpers

The "**Interactive Web Game**" is at: <http://downloads.cas.psu.edu/4H/FinancialChampions/default.htm>
Students enroll in the Financial Champions Academy and learn how to make important financial decisions on:

- Whether to Open a Bank Account
- Which Credit Compass to Purchase
- Where to Save Money

Graduating from the academy depends on how well the student learns about money choices. The students with \$150.00 or more at the end of the school year will be able to graduate!

To Order the 3 Books Online:

Go to 4-hMall.org: <http://www.4-hmall.org/SearchResult.aspx?CategoryID=11745>