# Consumer and Financial Literacy Reception – Year 2







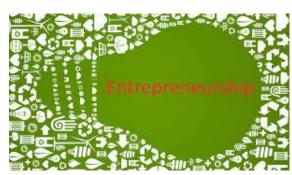




# Melbourne Declaration on Educational Goals for Young Australians

Consumer and financial literacy encompasses both knowing about money matters and being able to apply that knowledge effectively across a range of contests, including online and digital contexts. Students develop important knowledge, skills, values and behaviors that enable them to:

- Be enterprising, show initiative and use their creative abilities
- Embrace opportunities, make rational and informed decisions about their own lives and accept responsibility for their own actions
- Be well prepared for their potential life roles as family, community and workforce members
- Become responsible global and local citizens



# Consumer and Financial Literacy Framework

## Knowledge and Understanding

#### Students can:

- recognise Australian money includes notes and coins
- recognise that money is limited and comes from a variety of sources
- recognise that money can be saved to meet needs and wants
- explain how money is exchanged in return for goods and services
- explain and describe the differences between needs and results

## Competence

#### Students can:

- use money to buy basic goods and services in 'real-life' contexts
- recognize common symbols and terms used on a variety of Australian notes and coins
- identify consumer and financial matters that are part of daily life such as earning money, spending, saving, paying bills and making donations
- compare the cost of similar items
- order spending preferences and explain reasons for their choices
- describe how advertising can influence consumer choices

## Responsibility and Enterprise

# Students can:

- identify simple ways the consumer decisions of individuals may impact on themselves, their families, the broader community and / or the environment
- identify and explain how peer pressure can affect what you buy.
- apply consumer and financial knowledge and skills in relevant class and / or school activities such as student investigations, charity fundraising, business ventures and special events
- demonstrate enterprising behaviours through participation in relevant class and / or school
- demonstrate awareness of safe, ethical and responsible behavior in online and digital consumer
- demonstrates awareness that family, community and socio-cultural values and customs can influence consumer behaviour and financial decision-making.











# Australian Curriculum: Maths Content Descriptors

## Year 1:

• Recognize Australian coins according to their value

## Year 2:

Associate collections of Australian coins with their value

Junior Primary Enterprise Programs	
Classroom Enterprise	
Reception / Year 1	Year 1 / 2
Toasted sandwiches: Friday lunch Explicit Teaching:  • How much does one sandwich cost?  • How many sandwiches have we sold?	Toasted sandwiches: Friday lunch Explicit Teaching  • HM sandwiches do we sell every week?  • How much money do we turnover?

# School Shop

Bookmarks (artwork designed by the class)

#### Students will:

- Sell bookmarks with UP supervision
- Trainee: brochures

## Explicit teaching

- What does each class make and sell in the school shop?
- HM bookmarks do we sell each

Bagtag artwork designed by students.

## Students will:

- Sell bagtags with UP supervision
- Visitors' Book trainee

# **Explicit Teaching**

- What is the difference between the Inside and Outside Counter?
- HM bookmarks do we sell each
- What is our running total each week?

