



Te whai hua - kia ora!

&

sorted
in Schools

Introduction

Throughout this series of five lessons, students will work towards understanding the purpose of a budget and applying this to the planning of a quiz show. Students will need to understand the importance of a 'need' vs 'want' to be able to spend their budget wisely.

During this process students will engage in conversations regarding their values and opinions about what is important to them in the planning of the quiz. Students should engage in these conversations with respect and open minds. All students will need to understand what a budget is and how they apply to the real world around them. This will give them valuable context they can implement when they organise how to spend their money.

During this process students will need to demonstrate the ability to communicate ideas and information clearly, deliver constructive feedback to their peers and implement constructive feedback to their own work. Students will need to organise and sequence their ideas during the planning process coherently and justify the choices they have made throughout the lessons. Students will need to make sure that their quiz is designed to be inclusive to ensure all their peers can contribute and participate.

With solid planning, an understanding of what a budget is and how to spend wisely students should be able to successfully complete their quiz show.



Te whai hua - kia ora!

sorted
in Schools

Lesson Plan One - Needs and Wants

Learning Outcomes:

- Compare needs vs wants
- Identify and describe essential elements for a quiz show
- Categorise items in a budget
- Justify spending money on specific items
- Calculate the total cost of a quiz show

Success Criteria:

I can:

- Identify items as a “need” vs “want”
- Form and communicate ideas and information clearly
- Add or change details from feedback
- Compare item cost through research

Financial Capabilities Progression:

Level 3

- Create a simple budget for an activity or event, prioritising “needs” and “wants”.
- Use simple money management tools to monitor a given budget, e.g. a spreadsheet.
- Investigate different ways to get value for money when spending.

Level 4

- Describe different ways to get value for money when spending.
- Create a budget for a specific activity and timeframe.
- Use money management tools, including online, to monitor a budget.



Key Vocabulary:

Budget - A tool to help you manage your income and expenses and save money. It shows how much money a person has coming in (income) and going out (expenses) over a period of time.

Expenditure - When you spend money, and the amount of money spent. Expenses Goods and services.

Hauora - Hauora is a Māori philosophy of health. It has four parts: taha tinana, taha hinengaro, taha whānau, and taha wairua. Taha tinana - Physical wellbeing: the body - its growth, development, ability to move, and ways of caring for it. Taha hinengaro - Mental and emotional wellbeing: sharing thoughts and feelings. Taha whānau - Social wellbeing: family relationships, friendships, and other relationships; feelings of belonging, compassion, and caring; and social support. Taha wairua - Spiritual well being: values and beliefs that shape the way people live, the search for meaning and purpose in life, personal identity and self-awareness.

Lump Sum - A large, one-time payment of money you use to pay off a debt or invest in a fund. For example, if you inherit money you may use a large piece of it to pay off your mortgage.

Managing Money - Managing money is about tracking your money coming in (income) and going out (expenses). It's about making good choices around planning how you use your money. A budget is a tool you can use to manage your money.

Needs and Wants - Needs are goods or services that you need to be able to function and live. These include your needs for food, clothing, shelter and health care. Wants are goods or services that are not necessary but that you want, like a gaming console, jewellery, or holiday.

Values - What a person or a group believes in and what's important to you.

Resources needed:

- Brain Busters 'need vs want' template
- Devices
- Paper, pens
- Whiteboard or digital student facing device to discuss and share ideas

Teacher Starter:

To give students a clear and interactive understanding of 'need' vs 'want' start with the ([Supermarket Shopper - Interactive Activities](#) | [Sorted in Schools](#)) This will ensure students understand how to allocate money where it is needed rather than what is wanted - i.e. Toilet paper VS chocolate biscuits.



Activity:

A quiz show is an interactive and engaging form of media that can be experienced at home as a viewer or, in studio as a participant. The purpose of a gameshow is to compete with others in a series of questions and/or activities usually for a cash prize which will fluctuate depending on where the contestant finishes in the quiz.

You have been asked to plan and design a quiz show for your classroom with a budget of \$1000. You will need to discuss and identify what you will need to make your quiz show engaging and successful to participants and viewers in a classroom format. Working in groups of four you need to design your Brain Busters quiz and brainstorm what you require to make your quiz show. Remember, you only have \$1000 so spend it wisely!

- **Brainstorm** what you think you need for a quiz show
- **Describe** the items and their purpose on your quiz show - what are the most important?
- **Define** what a NEED (Must have things you can't do without) and what a WANT (Things that would be nice to have) is for your quiz show
- **List** your NEEDS and WANTS on the template

People participate in quiz shows for a variety of reasons which may be:

- Winning money for themselves (holiday, saving, spending)
- Raising money for charity - this will sometimes include celebrities
- To challenge their knowledge or physical endurance/strength
- Experience being on TV for their family and friends to watch

Ideally, a quiz show should be:

- Inclusive
- On TV at a watchable hour
- Accessible across multiple platforms and devices
- Engaging for a wide age range - you should be able to play as a family when you are watching it on TV
- Up to date with current questions relevant to the world around you
- An interactive element if possible
- A lot of fun!

