**Exploring** Financial Identity through Digital Technologies

Create a money personality character

**Develop a character based on your money personality**

About this resource

This resource supports learners to develop a character based on their money personality.

View the Level 4 and 5 achievement objectives related to this learning experience [here](https://sortedinschools.org.nz/api/v1.0/download?files=312).

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# SOLO taxonomy

The learning experiences in this resource are aligned to SOLO Taxonomy to ensure cohesiveness, constructive alignment and cognitive stretch for all learners. This gives you choices throughout the learning process.

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|  **Need it/Know it** | A picture containing text  Description automatically generated **Think It/Link it**  | A picture containing icon  Description automatically generated **Extend it/Defend it**  |
| Make connections to what you aready know. This is the starting point for new learning. | Link your ideas and make connections to build new knowledge and understandings. Learn about the perspective and insights of others. | Extend your learning by applying it to new contexts. Find evidence, validate sources, summarise your thinking and present your findings to clarify.  |

# Sorted themes

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Goals





Managing my money

Saving

Debt

 Learning experiences

Brief development

Create a [character](https://scratch.mit.edu/projects/10063757/) based on a particular money/moni personality and animate that character using [Scratch](https://scratch.mit.edu/) programming.

Choose whether your character is a money/moni villain or hero. You could base your character on one of the [Sorted money test](https://sorted.org.nz/tools/money-personality-quiz) personalities or you could create a character based on people in the the finance sector, for example, budgeting/tahua advisors, loan sharks, mobile truck traders, bankers, or insurers.

If you are not familiar with brief development, begin by writing a brief for a product that has already been developed, as students did in [this video](http://technology.tki.org.nz/Videos/Brief-development/Examples-for-exploring-brief-development). Investigate successful graphics and animations and the features that makes them popular. Think about variations such as colour, personality, values, and movie or TV endorsements.

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|  **Need it/Know it**  |  **Think it/Link it**  |  **Extend it/Defend it**  |
| Plan your brief for your money/moni personality character. The brief should include: * a conceptual statement describing the focus and purpose of the proposed technological outcome.
* identification of the target audience:
	+ Who is the user?
	+ What benefit or experience will your product give them?
* a list of the constraints on the project. Think about possible constraints on:
	+ time
	+ resources
	+ people.
* the specifications: list the requirements for the outcome to be “fit for purpose”.

  | **Decide** whether you are going to work on your own or collaborate with a classmate. Develop a pitch to **explain** your ideas to the class. Gather and **respond** to feedback. | **Reflect** on the ethical and legal issues of using open-source characters for animation. |

**Tip: Pick different learning experiences from each column to build a framework of lessons that differentiates your classroom**