

COMMUNICATION  
TEAMBUILDING  
PROBLEM SOLVING



## Making Money Count

Imaginative work-related learning & enterprise training for students

### Overview

An imaginative programme designed to help students appreciate the importance of money, how to manage money and to become more financially aware.

Concepts like 'The Money Tree', Where Money Comes From, Where It Goes, Family Tax, The Money-Go-Round, UK Pocket Money and Essential Money Terms are all introduced in an engaging and lively way. Needs & Wants, Budgeting Basics, Debt, Savings and Investments are all covered as are Banks and Financial Products, Simple and Compound Interest, Debit, Credit and Stores Cards, Methods of Borrowing Money, Loan Sharks and much more. Optional topics include Identity Theft, Religious Attitudes to Lending, Stoozing Cash, Comparison Sites and Savvy Shopping. Experienced business professionals deliver this team-based programme which is supported by high quality audio visual material.

### Student Year Groups

Years 8, 9, 10, 11 and 12 will all benefit from this programme, with the content adjusted to meet the competence of each age group. (Up to 120 students per session)

### Programme Duration & Options

**Half Day** (around 130 minutes for each session). Whole group covered in two sessions – AM and PM. Timings adjusted to fit school timetable. Giant Impact programmes offer flexibility to mix 'n' match programmes to suit individual needs. The modular design allows Making Money Count to work particularly well with all other modules such as Job Application, Interview & Recruitment, Enterprise, Practical Marketing, Sixth Form Team Building & Gelling and Study for Work. All programmes can be tailored to meet individual needs.

### Learning Outcomes

The programme gives students a good introduction to the difficult subject of money and illustrates why personal financial capability is such a vital life skill. The format involves competitive team challenges and is punctuated throughout with quizzes to encourage effective review and learning with each specific section. The programme is designed to deliver work related learning at KS4.

### School Resources

Assembly or sports hall with small worktables and chairs. Small quantity of stationery. Data projector and screen. Three members of staff to support experienced presenters.



