

CONSUMER EDUCATION



Did you know...

This project is designed for 4-H members who enjoy learning about all things money. These activities will help 4-H'ers learn to save, spend, and share the money in their accounts.



What can I do...

- Give a demonstration on coupon clipping to save money
- Start a money management club
- Create a piggy bank to keep your savings in and enter it in the county Piggy Bank Pageant



Check this out...

Jerret wants to buy a new game for his PlayStation that costs \$69. He has saved \$32. His birthday is coming up and he knows Nana will give him \$20. His neighbor has asked him to mow his lawn. Jerret is supposed to tell him how much it will cost.

Do the math scenario below to find out how much Jerret needs to charge to mow his neighbor's lawn in order to buy the game for his Play Station.

EXPENSE - Game Cost: \$69

INCOME - Savings: \$32

INCOME - Birthday Money: \$20

By subtracting his INCOME from his EXPENSES, Jerret will need to charge his neighbor this much money to mow his yard:

\$ _____



Future Thoughts...



What kind of career would someone in the Consumer Education project pursue?

- A banker
- A teacher
- A financial advisor
- A business manager

Do you know what all of these professions do in their job? If not, do some research and dig a little deeper.

Work on this...

There are lots of ways we can save money each day. Stop spending money on things you do not need – forgo that \$5 cup of coffee from Starbucks and make one at home.

List two things you could do without to save money?

Check out this video of “Would You Rather...Finance Edition”

<https://www.youtube.com/watch?v=z5bMBo0B1bE&t=18s>

What's Next?

Contact your local 4-H Agent on other ways you can get involved with this project and with 4-H.

- Serve as treasurer or fundraising chair in the County 4-H program
- Attend Academic Conference (6th-8th grades)
- Begin working on your portfolio in this project area (6th grade)
- Start preparing to submit a portfolio
- Take action photos of you participating in activities in this project area

