

| LEARNING SCENARIO | |
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| <i>School: 1st Primary School Čakovec</i> | <i>Duration (minutes):</i> 90 |
| <i>Teacher: Ivana Ružić</i> | <i>Students age: 9-12</i> |

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| <i>Topic:</i> | WishTree |
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Aims:

Children will learn to wait and be patient as trained children will have tendency to give up today's consumption for a bigger return they will receive later by behaving patient and by giving up small wants at this age will make them more successful in their every role in society.

Outcomes:

- To learn to save and wait in order to buy what they would like most
- To raise awareness of financial literacy in pupils
- To make them cooperate with each other

Work forms and methods:

- Visit, presentation of the key words, discussion, pair work, group work.

| ARTICULATION |
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| Course of action (duration, minutes) |
| <p>INTRODUCTION</p> <p>Pupils will bring their wish tree ideas to the class and the best one will be chosen. With the help of his/her teacher pupils will work in groups and prepare parts of the tree. All parts will be brought together and put in the corner of the class. Pupils will write or draw what they would like to have most on paper and hang it on the wish tree.</p> |
| <p>MAIN PART</p> <p>Pupils will create their on digital wish tree by using computer software for drawing and/or 3D modeling (Paint 3D, TinkerCad, Canva, etc.)</p> <p>Pupils can print their 3D model of the wish tree on the 3D printer.</p> <p>MAIN CONCEPTS: wish, save, wait, creativity, tree</p> <p>FOLLOW UP:</p> |

Pupils will start saving money for their wishes and when they reach the amount they need they will be able to buy what they want.

CONCLUSION

Presentation of works
Peer evaluation

Pupils are expected to learn waiting for what they want and their patience skill will be developed. Their cooperation and communication skills will improve as they will work together with other pupils in the class.

Methods

presentation
talk
work on the text
graphic work
interactive exercise / simulation on the computer

interview
demonstration
role playing

Work forms

individual work
work in pairs
group work
frontal work

Material/means:

- Computers, software for drawing and/or 3D modeling, 3D printer
- Paper, tree

Literature

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PERSONAL OBSERVATIONS, COMMENTS AND NOTES