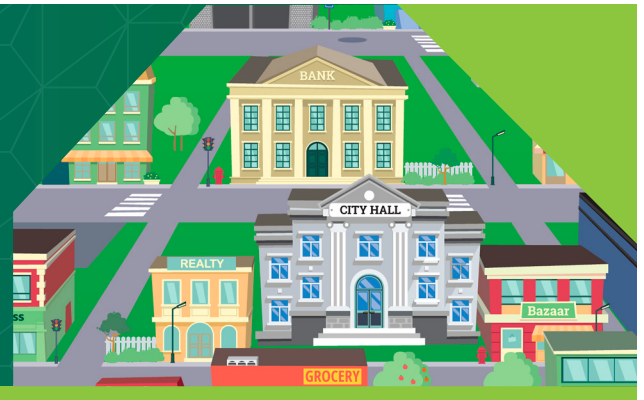


LEARNING EXPERIENCE BRIEF

JA BizTown®



► Work and Career Readiness ► Financial Literacy

JA BizTown provides educators with lessons and resources to effectively integrate financial literacy and work and career readiness into the school classroom. Join Junior Achievement's national network of volunteers and help students connect the dots between what they learn in school and the "business of life."

LEARNING EXPERIENCE HIGHLIGHTS

JA BizTown consists of 12 in-class educator-led sessions with a culminating 4-to-5-hour visit to a hands-on, simulated community experience and a final in-class debrief lesson to tie it all together.

LEARNING EXPERIENCE OBJECTIVES

Following participation in the learning experience, students will be able to:

- Discuss the roles they play as citizens, employees, and consumers in their community and relate those roles to the market economy.
- Discuss the importance of citizen rights and responsibilities in a community, including being an informed voter.
- Demonstrate a basic understanding of the free enterprise system and its historic foundation.
- Foster money management skills through practical experiences of economic concepts and banking practices.
- Develop an understanding of foundational business practices and responsibilities.
- Display the soft skills essential for successful participation in the world of work and career building.

JA'S TURNKEY VOLUNTEER EXPERIENCE

SMALL GROUP ENGAGEMENT

During the simulation, volunteers guide students as they operate the businesses at *JA BizTown*.

COMPREHENSIVE TRAINING

JA staff offers training to ensure volunteers are comfortable with the simulation experience. Training topics include student expectations and duties, volunteer roles and responsibilities, and the simulation flow.

JA STAFF COLLABORATION & SUPPORT

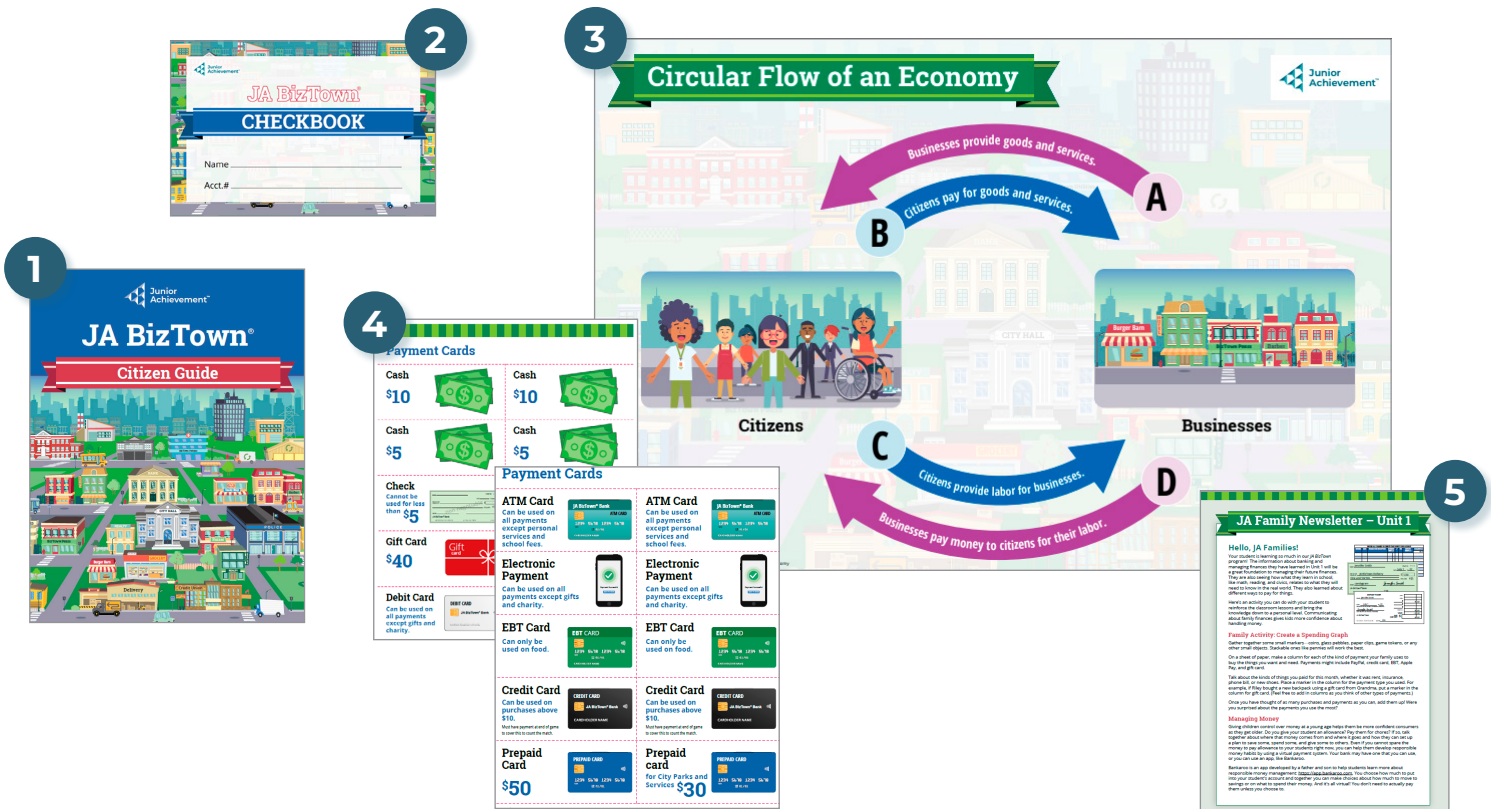
Volunteers are key to the success of this learning experience. JA staff are ready to answer volunteer questions and provide support throughout the experience.

MAKE A DIFFERENCE

Volunteers bring their experience into the simulation, helping students feel connected to their community. The time commitment is minimal compared to the significant impact made.

JA BIZTOWN MATERIALS

Fourth to sixth-grade students may not be old enough to drive, work, vote, or be the boss yet. But that does not stop them from operating banks, managing restaurants, writing checks, using debit cards, and voting for a mayor at *JA BizTown*, where students connect the dots between what they learn in school and the real world.



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| <p>1 JA BizTown Citizen Guide</p> <p>Is an in-class and take-home reference tool for students to complete during each lesson.</p> | <p>3 Circular Flow Poster</p> <p>Represents the community's circular flow of economic activity; is also available as a digital asset.</p> | <p>4 Payment Cards</p> <p>Cards used in the new Card Payment Game help students make decisions about which payment type to use to buy goods and services.</p> |
| <p>2 JA BizTown Checkbooks</p> <p>Is designed for the on-site simulation activities.</p> | <p>5 Family Newsletter</p> <p>Includes activities for students and their families to enjoy.</p> | |