



## Ourselves®

*Ourselves* uses compelling stories read aloud by the volunteer, along with hands-on activities, to demonstrate helping, working, earning, and saving. Five required, volunteer-led activities.

The key learning objectives listed beside each activity state the skills and knowledge students will gain.

### Activity One: Robbie's Trip to the Farm

Students are introduced to a storybook character and his visit to a family farm. Through a group discussion and drawing pictures of their favorite animals, they discover that individuals make choices.

### Key Learning Objectives

Students will be able to:

- recognize the role of self.
- appreciate individual differences.

### Activity Two: Angie and the Carnival

Students are introduced to a storybook character and her plans to earn money by making and selling crafts at a carnival.

### Key Learning Objectives

Students will be able to:

- define money.
- identify one form of money: coins.
- differentiate coins.

### Activity Three: Charlie Plants a Garden

Students learn how the storybook characters work together to plant a community garden.

### Key Learning Objectives

Students will be able to:

- recognize the importance of working together.
- discover rewards other than money.

### Activity Four: Megan Buys a Present

Students recognize the importance of saving money to buy something they want through a story about a girl who must save to buy a birthday present.

### Key Learning Objectives

Students will be able to:

- discuss the importance of saving money.
- identify a place where people save money.
- demonstrate how to save money.
- name something they would like to save for.

## **Activity Five: Dylan and the New Playground**

Students learn how the storybook characters save money to buy new playground equipment for their school.

## **Key Learning Objectives**

Students will be able to:

- identify ways money can be used to benefit others.
- recognize the value of work.
- appreciate the importance of giving.

*Ourselves* enhances students' learning of the following concepts and skills:

**Concepts**—Barter, Benefit, Buying, Choices, Consumer, Costs, Earning, Entrepreneurs, Giving, Goods, Incentives, Income, Money, Resources, Rewards, Saving, Scarcity, Selling, Spending, Voluntary exchange, Wants, Work

**Skills**—Abstract thinking, Coin recognition, Coin valuation, Decision-making, Drawing, Following directions, Interpreting information, Listening responsively, Matching, Responsibility, Sequencing, Teamwork

*Ourselves* is a series of five activities recommended for students in kindergarten. The average time for each activity is 30 minutes. Materials are packaged in a self-contained kit that includes detailed activity plans for the volunteer and materials for 30 students.

All JA programs are designed to support the skills and competencies identified by the Partnership for 21<sup>st</sup> Century Skills. These programs also augment school-based, work-based, and connecting activities for communities with school-to-work initiatives.