

Activity 1: Spending Decision

Aim: To help students identify and understand different factors that influence how individuals make spending decisions in everyday situations.

Instructions: Match each situation in Column A with the correct factor from Column. Record your answer in the grid below.

Column A	Column B
1. Sarah buys the same shoes her friends are wearing	A. Age
2. Mr. Lee spends more on medicine and healthcare now that he is older	B. Advertising
3. John decides not to buy a video game because it is too expensive	C. Peer Pressure
4. A TV advertisement convinces Ali to buy a new soft drink	D. Income Level
5. Nina receives her first salary and buys a new phone	E. Needs versus Wants

Column A	1	2	3	4	5
Column B					

Activity 2: Decisions about spending money

Aim: To guide students in making thoughtful decisions about spending money.

Procedure:

1. Students will work in pairs.
2. Students will be given five scenarios.
3. Ask students to read and understand each scenario.
4. Students have to insert a tick if they decide to spend their money based on each scenario given.
5. Class discussion to explain their decisions.

Scenario	
You have received Rs 500 from your grandmother. There is a toy that you really want and you also want to keep the money for the upcoming school trip next month	
Your best friend bought a cool pencil case for Rs 200 and now you want the same pencil case.	
Your parents need to pay a telephone bill of Rs 500 on time to avoid paying late fees.	
Every week you get Rs 200. You are saving to buy a gift for your mother's birthday which is in two weeks. A new comic book just came out and costs Rs 180.	
You have Rs 100 and you are feeling hungry.	