

# \$mart path

Level 1, Lesson 2  
Adapted Guide  
Level A



Teacher Tip: For this lesson focusing on the students wants and making choices will be the most concrete skills and takeaways.

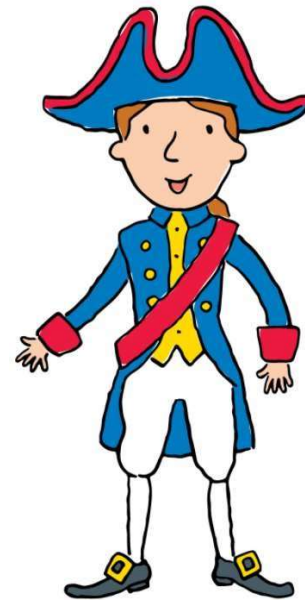
The vocabulary to continue to build on will be the words **CHOICE** and **SPEND**. This will help to reinforce that when a student wants a good or service they have to make a choice and spend money in order to get that product.

Supplemental activities for this lesson will be making choices board, priority list, a spending activity, and the game "ones got to go". There is also a number line attached to help students count backward with Maynard during the video. Teachers can use manipulatives on the number line to demonstrate Maynard spending the money.

Level 1  
Lesson 2  
Searching for Blackbeard



Blackbeard



Maynard

Think about your favorite food. Is it pizza,



or a burger? Sometimes we have choose



between two things. Even when we like

both of them. We can't always get

everything we want because we don't

always have enough money. Making



choices helps us to get the things we

want most.



Maynard is still trying to catch Blackbeard. He is



getting ready to set sail. Maynard needs to fix his



sail, fix his boat, get food, rope, and a fiddle.



Maynard counts his coins. He has 15 coins. The



cost of all of Maynard's items is 20 coins. He does



NOT have enough money for all his supplies.



Maynard has to choose what to get. Level A

Maynard gets the sail and boat fixed. He gets the



food, and the rope. He does NOT get the fiddle. He



does not have enough money for the fiddle. He



will have to get it later when he has more money.



Maynard sets sail after Blackbeard. They battle



and he catches Blackbeard. He needed everything



he bought to catch Blackbeard. Hooray Maynard!



Level A

It costs money to get what we want. You can only



get as much stuff as you have money for. You



can't spend money again. You must get the things



you want the most.

Choice

Spend



Or



Level A

Choice

Spend



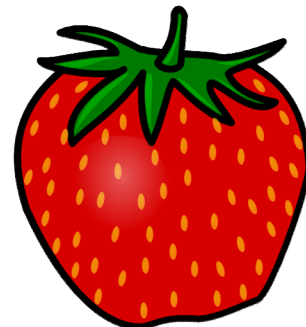
Or



Level A

This or That?

Make a choice between to items. Which one do  
you want the most?



Level A

# Priority List

Cut the items out and put them in order of what you would want the MOST to what you want the LEAST.

1

5

2

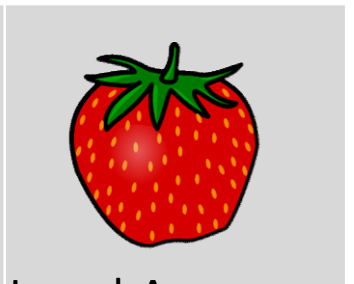
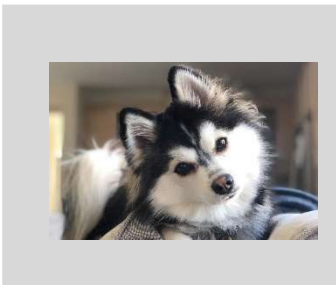
6

3

7

4








8



Level A

# Can I Get What I Want.

Use the amount of money given to determine if you can buy the item or not.

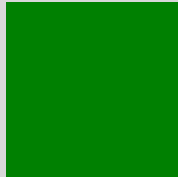
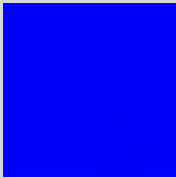
Item	Cost	Money I have	Can I buy it? Yes or No
	\$5.00	\$7.00	
	\$1.00	\$2.00	
	\$7.00	\$5.00	
	\$1.00	\$3.00	
	\$6.00	\$4.00	
	\$3.00	\$5.00	
	\$2.00	\$1.00	

Level A



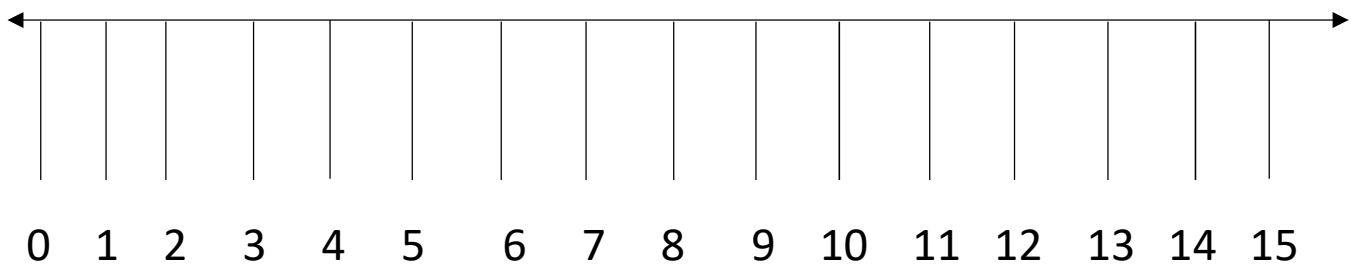
# One's Got to Go

In each group of three, you must cross out one!  
Which one will go?



Level A

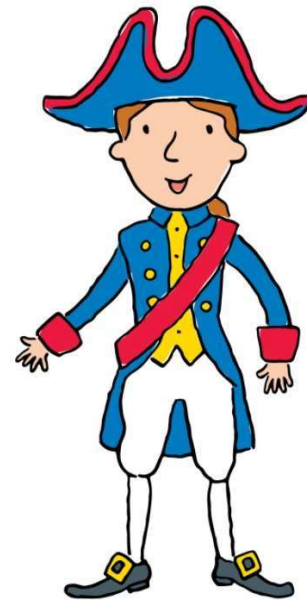
Utilize this number line to help students visualize counting backwards when Maynard is spending his money.



Level 1  
Lesson 2  
Searching for Blackbeard



Blackbeard



Maynard

Do you like pizza, or burgers? Sometimes



we have choose between two things. We

can't always get everything we want. We

need money. Making choices helps us to



get the things we want most.

Maynard is still trying to catch Blackbeard.



Maynard needs to fix his sail, fix his boat, get food,



rope, and a fiddle. Maynard has 15 coins. He does NOT



have enough money for all his supplies.



Maynard has to choose what to get.



Maynard gets his goods and services. He does



NOT get the fiddle. He does not have enough



money for the fiddle. Maynard goes after



Blackbeard. They battle and he catches



Blackbeard. He needed everything he bought to



catch Blackbeard. Hooray Maynard!



It costs money to get what we want. You can only



get as much stuff as you have money for. You



must get the things you want the most.

Choice

Spend



Or



Level B



Choice

Spend



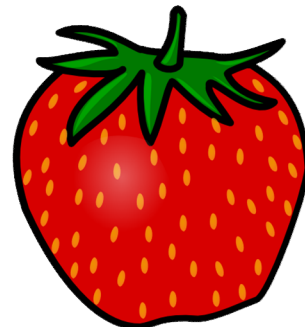
Or



Level B

This or That?

Make a choice between to items. Which one do  
you want the most?



Level B

# Priority List

Cut the items out and put them in order of what you would want the MOST to what you want the LEAST.

1

5

2

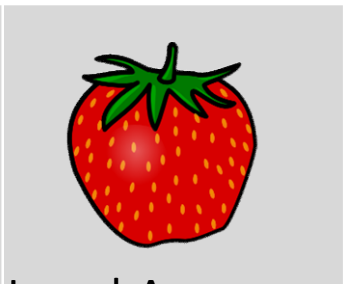
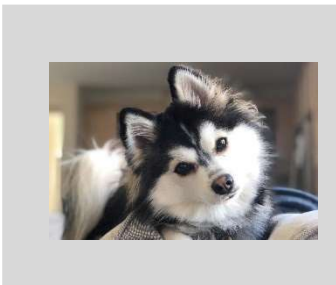
6

3

7

4

8



Level A

# Can I Get What I Want.

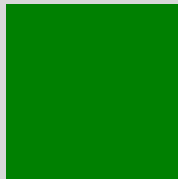
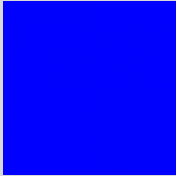
Use the amount of money given to determine if you can buy the item or not.

Item	Cost	Money I have	Can I buy it? Yes or No
	\$5.00	\$5.00	
	\$1.00	\$2.00	
	\$2.00	\$1.00	
	\$1.00	\$3.00	
	\$3.00	\$4.00	
	\$3.00	\$5.00	
	\$2.00	\$1.00	

Level B

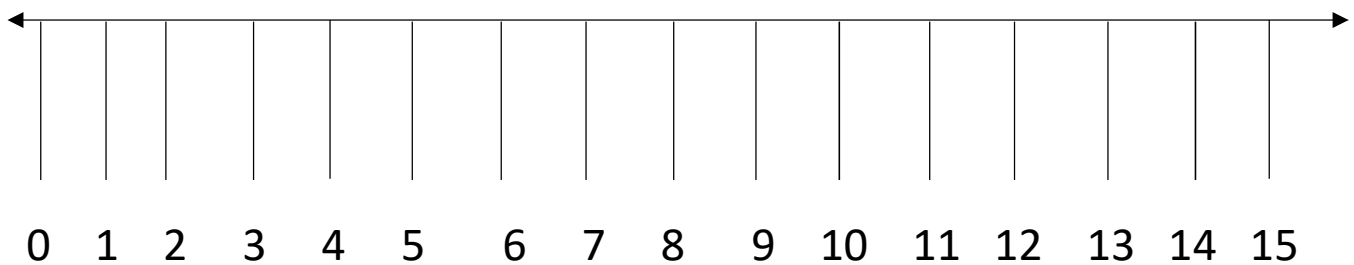
# One's Got to Go

In each group of three, you must cross out one!  
Which one will go?



Level B

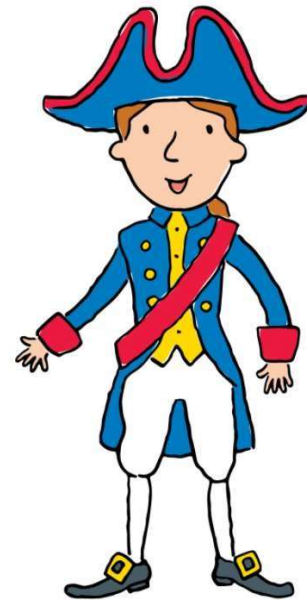
Utilize this number line to help students visualize counting backwards when Maynard is spending his money.



Level 1  
Lesson 2  
Searching for Blackbeard

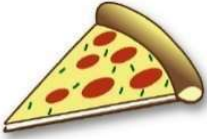


Blackbeard



Maynard

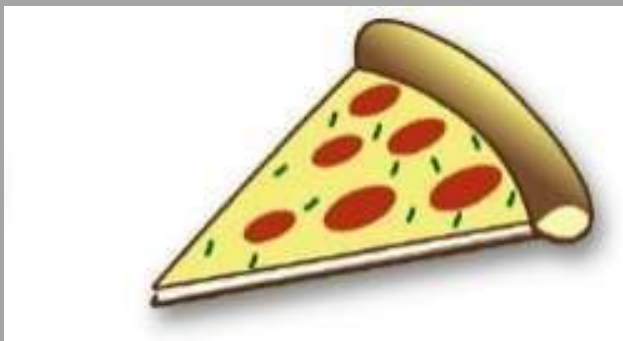
Pizza, or burgers? We need



money to buy things. We



need to make choices.





Maynard wants to catch



Blackbeard. Maynard needs to fix



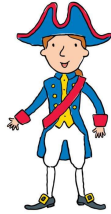
his sail, fix his boat, get food, and



rope. He does NOT need a fiddle.



Maynard does not have enough



money for the fiddle. He does not



get the fiddle. Maynard chases



Blackbeard. He catches



Blackbeard!



We need money to get the



things we want!

Choice

Spend



Or



Level B

Choice

Spend



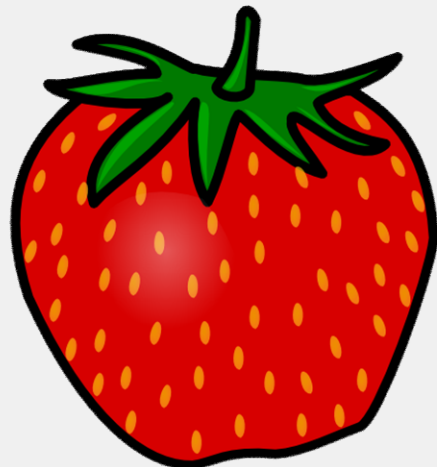
Or



Level B

## This or That?

Make a choice between two items. Which one do you want the most? Cut out for students if needed.



# Priority List

Cut the items out and put them in order of what you would want the MOST to what you want the LEAST.

1

2.

3.

4.



Level C

## Can I Get What I Want.

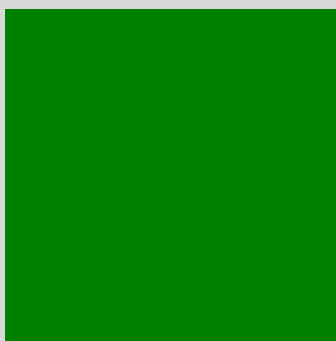
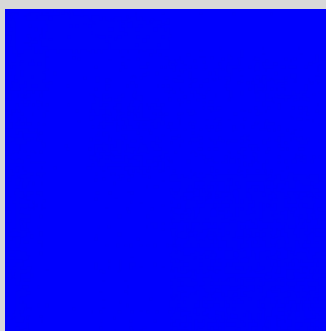
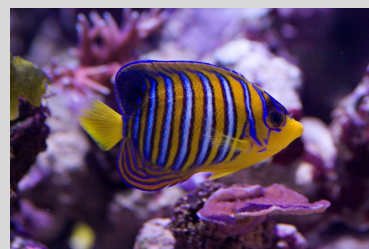
Use the amount of money given to determine if you can buy the item or not.

Item	Cost	Money I have	Can I buy it? Yes or No
	\$100	\$2.00	
	\$100	\$2.00	
	\$2.00	\$100	
	\$100	\$3.00	



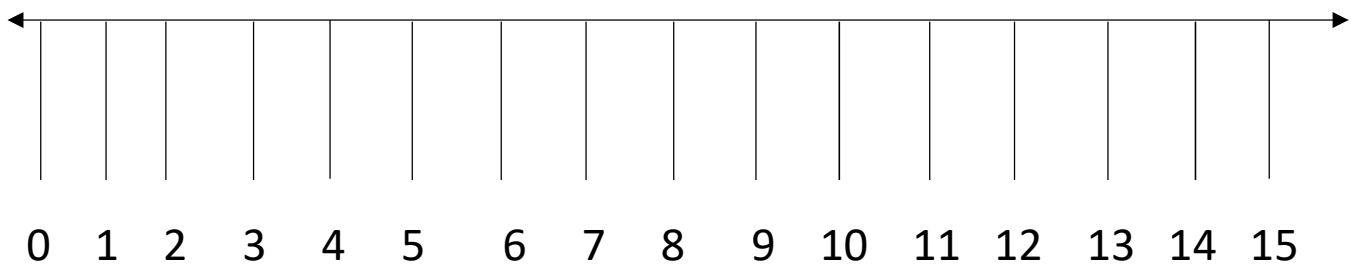
# One's Got to Go

In each group of three, you must cross out one!  
Which one will go?



Level C

Utilize this number line to help students visualize counting backwards when Maynard is spending his money.





Teacher Tip: This lessons focuses on making fair trades. Reinforce with students that they may have what someone else wants, and someone may have what they want. Utilize concrete examples whenever possible to help students grasp the concept.

The vocabulary to continue to build on will be the words **TRADE** and **FAIR**. This will help to reinforce that people can trade for things they need, but trades should be fair so both people get what they want.

Supplemental activities for this lesson will be a game called "Deal or No Deal" to reinforce a fair trade. Be sure to reinforce why the items are or are not fair trades. There are also cue cards to help students participate in the trading game with their classmates.

Maynard caught Blackbeard! Now he has to get home. As



they travel back, the crew must stop at places to

restock. The crew trades things they have to get what



they need. Trading is when you give something you have



to someone for something you want. You can use

trading instead of money. But, it only works if you have



something the person wants.