

Consumer Savvy Content Standards
Level 2: Consumer Wise
Grades 6-8

Project Area Skill refers to the subject matter based skill which youth demonstrate in relation to the correlating content standard.

Objective:

Career Readiness-

- 2. Students will utilize and manage resources effectively to produce quality services and products.**

Benchmarks: 5-8: A

Project Area Skill: The youth will identify goals for purchasing a product. They will learn to handle money as a resource that should be managed. They will also learn what influences them to invest in a product and how to get the best deal by shopping around.

- 3. Students will demonstrate the technological knowledge and skills required for future careers.**

Benchmarks: 5-8: A,B,C

Project Area Skill: The youth will use basic computer skills while browsing the internet to evaluate websites of various products. They also have the option of testing their knowledge of consumer savvy by playing Consumer Wise games on the 4-H website. Moreover, the youth will learn how the internet has made a massive impact on the consumers in our society.

- 4. Students will develop and demonstrate responsible and ethical workplace behaviors.**

Benchmarks: 5-8: A,B,C,D

Project Area Skill: The youth will explore the ethics of being a good consumer. They will also analyze the “unwritten” rules of conduct when visiting various places and the difference in a youth’s purchasing decisions when they are with friends vs. when they are alone.

5. Students will develop effective leadership, interpersonal, and team skills.

Benchmarks: 5-8: B,C

Project Area Skill: The youth will analyze peer pressure and how it influences their life. They will look at a scenario that involves peer pressure in a purchasing decision and decide what they would do in a similar situation. Moreover they will decide how, in certain situations, peer pressure can have negative impact on them. They will learn how to say no in a variety of ways if they come upon a hazardous situation with their peers.

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Health-

- 3. Students will demonstrate the ability to practice health-enhancing behaviors and reduce health risks.**

Benchmarks: 5-8: C,D,F

Project Area Skill: The youth will practice a variety of skills for saying no when faced with peer pressure. They will learn that taking a stand against peers when asked to participate in activities they know they shouldn't brings a stronger sense of self respect. The youth are also encouraged to help their peers take a stand when they notice their peers are being pressured into a bad situation.

- 5. Students will demonstrate the ability to use interpersonal communication skills to enhance health.**

Benchmarks: 5-8: D,E,F,H

Project Area Skill: The youth will practice saying no to their peers in difficult situations. They will learn how to do so in a non-offensive way. By taking a stand for what they believe in they will communicate respect for themselves to their peers.

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Objective:

Language Arts-

- 1. Reading and Listening for Comprehension: students will apply strategies and skills to comprehend information that is read, heard, and viewed.**

Benchmarks: 5-8: A,B,C,D

Project Area Skill: The youth analyze how consumers are influenced through advertisements involving TV, radio, magazines and on the web. They will also distinguish how consumers are influenced by their peers. Moreover, the youth will read a variety of texts to justify their findings on consumer influence, helping them to determine how they are persuaded by advertisements in today's society.

- 2. Writing and Speaking for Expression: students will communicate effectively through speaking and writing.**

Benchmarks: 5-8: A,C

Project Area Skill: The youth will communicate, through writing and discussion, the skills and ethics of being a responsible consumer. Moreover they will express views on peer pressure and the importance of communicating "no" to their peers in difficult situations.

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Objective:

Math-

- 1. Algebra: students will understand algebraic concepts and applications.**

Benchmarks: 5-8: C,D

Project Area Skill: The youth will record data from their consumer wise activities in charts. They will then analyze the data to answer comprehensive questions listed at the end of each activity.

- 2. Data Analysis and Probability: students will understand how to formulate questions, analyze data, and determine probabilities.**

Benchmarks: 5-8: A,B,C

Project Area Skill: The youth will record observations of what influences consumers in tables provided by the workbook. They will then analyze the recorded data to make conclusions, answer questions listed at the end of the activity and participate in discussions with their peers and group helpers.

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Objective:

Science-

Strand I: Scientific Thinking and Practice

Standard I: Understand the processes of scientific investigations and use inquiry and scientific ways of observing, experimenting, predicting, and validating to think critically.

5-8 Benchmarks: I,III

Project Area Skill: The youth will record data in charts provided by the activity sheet. They will evaluate the usefulness of the data and form conclusions directed by the questions listed at the end of each activity.

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Project Area Skill refers to the subject matter based skill which youth demonstrate in relation to the correlating content standard.

Objective:

Social Studies-

- 1. Economics: students understand basic economic principles and use economic reasoning skills to analyze the impact of economic systems (including the market economy) on individuals, families, businesses, communities, and governments.**

Benchmarks: 5-8: A,B

Project Area Skills: The youth will analyze value among products by writing down the price and features of various CD players. They will also analyze how different types of media play a part in intrinsic incentives for a variety of products.