

TEACHING GUIDE



講求事實數據的新一代

Fact\$ & Figure\$
Generation



~ Module 1 ~

"You and Your Money"

Lesson: Introduction to FoolProof & Module 1

Time: 135-180 minutes (3 class periods)

Note: This guide is designed to be used once the teacher and students have registered through the FoolProof online portal. If you need registration help, please see the "Quick Start Guide" or contact support@foolprooffoundation.org.

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Forward

School children are forming decision-making habits that will impact the quality of their lives. Marketers are hard at work trying to shape many of those habits. They advocate irrational consumptions and consuming on credit, whereby school children may unconsciously form unhealthy spending habits and fall into financial difficulties.

The FoolProof Foundation and the Education University of Hong Kong have developed a consumer life skills curriculum, “Facts & Figures Generation” to help teachers and mentors guide children to identify different marketing strategies and tools aim at boosting consumption, to stay alert and think critically, and to cultivate healthy spending habits. Eventually, children can become the new facts and figures generation, consume smartly and make rational financial decision.

Child advocates and teachers—not marketers—developed our curriculum.

More Than Money Lessons

The Facts & Figures Generation curriculum goes beyond traditional financial literacy. We immerse children in the importance of developing three core habits:

- ✿ Healthy skepticism
- ✿ Trustworthiness
- ✿ Personal responsibility



FoolProof
FOUNDATION
Use Caution. Question Sellers. Rely on Research.

How to use this guide

Lesson Overview & Objectives

What are the students supposed to learn? This section sets forth the goals of knowledge gained by the students.

Classroom Progression

Does it feel like students are taking too long to complete a task? Here's a general timeline to make sure students are staying on track.

Classroom Warm Up

It's time for class! Let's get the class motivated and in the right mindset. Along with a brief introduction to share with the class, there are some potential discussion points in the pre-test to get the students talking and engaged with the material.

Module Progression

What are the students seeing? Here are a few screenshots you can use to discuss key points from the module after the students complete their posttests.

Activity

Alright! The module is done, the posttests have been scored by the FoolProof system. Let's put that knowledge to use!

There's a short suggested script for you to introduce the activity and to set the students off to apply their knowledge learned.

Conclusion

Let's wrap this up and put a bow on it! Recap key concepts and thoughts for the students to take with them into life.

Evaluation

There are multiple data points throughout the module and activity. Want to know where? Find out here!

Glossary

What are these people talking about? The glossary has some key definitions that will come in handy.



Lesson Overview & Objectives

Module 1 is the introductory lesson to all of the FoolProof modules. The purpose of the lesson is to teach the students the basic fundamentals of money and to show them how poor financial decisions can affect their financial future and their lives.

Knowledge Objectives

Students will be better able to:

1. Identify the role of money in their lives.
2. Identify what mistakes can be made with money.
3. Identify the real-life potential dangers of poor decision-making regarding money.
4. Identify the meaning of the phrase “A Fool and Their Money.”
5. Explain the different types of mistakes the real life stories present in Module 1.
6. Explain what a credit card is and to understand the dangers of credit cards.
7. Identify small print in reference to you and your money.

*“Poor financial
decisions can affect
their financial future...”*

Skills Objectives

Students will be better able to:

1. Apply the definition and understand the role of money in their lives.
2. Analyze why reasonable people make poor decisions with their money.
3. Apply the knowledge learned about “fine print.”
4. Interpret the phrase “If it is too good to be true, it is probably a scam.”
5. Analyze facts and determine the errors presented in the real-life stories in Module 1.

Attitude Objectives

1. Students will feel they have a fundamental knowledge about the impact of financial decisions on their lives.
2. Students will be curious about other financial issues that impact young people.

Classroom Progression

1.	Warm Up	— —	5 minutes
2.	Module	— —	35 minutes
3.	Module Test	— —	10 minutes
4.	Activity Discussion	— —	5 minutes
5.	Activity	— —	45 minutes
6.	Activity Presentations	— —	45 minutes
7.	Conclusion	— —	5 minutes



Classroom Warmup

On the first day you are going to introduce FoolProof and Module 1, “When It Hits the Fan.” Enter the classroom and write “You & Your Money” on the whiteboard in big, bold words. Above and below the words draw two big \$ signs in green marker. Use this as your introduction to the Warm Up.

Introductory script explaining the basics of FoolProof:

You may say:

“Your relationship with money affects nearly every aspect of your everyday life—even when things are “free.”

For example, think about choosing between two versions of an app—one is free but has ads. The other costs a few dollars but doesn’t have commercials. Which do you choose? If you choose the free one, do you realize you’ve just put a price on your time? Think about it...you’ve just said my time is less valuable than those few dollars I’d have to spend to avoid the time-consuming commercials.

That’s what FoolProof is all about—getting you to think about the value of your money and how people are pulling on your emotional strings to separate you from your money. In FoolProof, we’ll be using a mix of online modules and classroom activities to put your new knowledge to practice.

In this first module, you’ll learn about the basic fundamentals of money and decision making—including exploring common money mistakes. You’ll take that a step further and look at the real-life consequences of being irresponsible with money. Finally, you’ll learn how to protect yourself from scammers and others trying to separate you from your money.”

Classroom Discussion

Ask the students:

What is your understanding of money? And what is your personal feeling toward the role of money in their lives?

Potential Teacher Talking Points:

Money affects nearly every aspect of life and has an emotional component (makes you happy if you have money, weighs you down if you owe money, etc.)

Ask them:

Are there choices you'll have to make regarding money? Are those going to be easy choices?

Do you understand how the banking system works? For instance: What is a checking account? What is a debit card? Do you know how a credit card works?

Explain to them that the FoolProof modules are designed to help them keep from looking like fools.

These are the basics you'll need to learn to be successful with your money. Think about how you'll use this knowledge to your advantage.

Debit vs. credit: one you have the money now (debit), the other you pay for it later (credit). Remember—credit costs money. So things you buy on credit costs you more.

Bonus Activity:

On a 3x5 card have the students identify five concepts they have about money.

Example: I need to work to make money to live or I need to save money to buy my car.

The reason for this exercise encourages students to think about the importance of understanding money. Collect the cards—we will use them later in our evaluation.



Important: Instruct students to complete Module 1, "When it Hits the Fan."

Module Progression

To see FoolProof in action, review examples of our teaching methods below. We outline screenshots from within the module with accompanying text, to give you an idea of how students will experience specific teaching elements (e.g. Videos, real life examples, quiz and repetition elements, etc.).

The module contains a variety of videos and animations throughout to reinforce learning, underline an educational point, or to change the pace of learning.



FoolProof

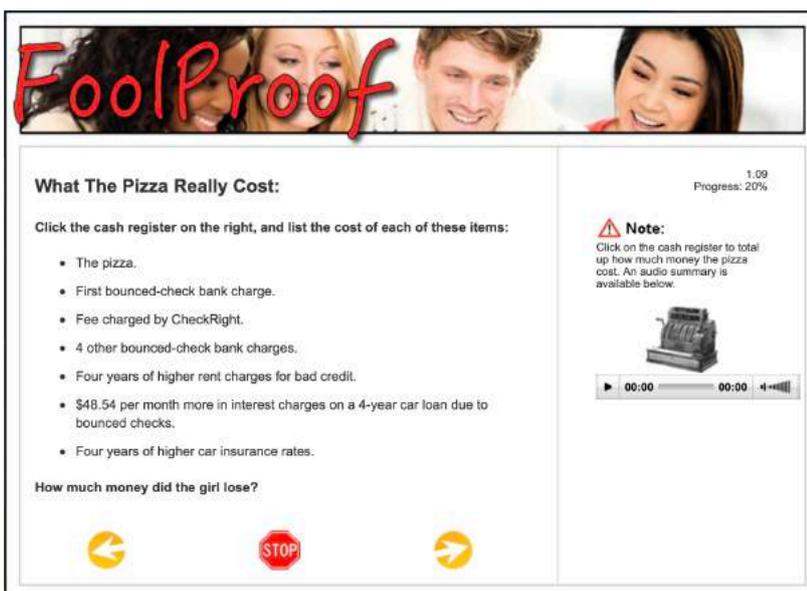
When It Hits The Fan!

Intro
Progress: 1%

You want to be in charge of your future, right?

00:01 00:51

Navigation icons: back, stop, forward



FoolProof

What The Pizza Really Cost:

Click the cash register on the right, and list the cost of each of these items:

- The pizza.
- First bounced-check bank charge.
- Fee charged by CheckRight.
- 4 other bounced-check bank charges.
- Four years of higher rent charges for bad credit.
- \$48.54 per month more in interest charges on a 4-year car loan due to bounced checks.
- Four years of higher car insurance rates.

How much money did the girl lose?

1.09
Progress: 20%

Note:
Click on the cash register to total up how much money the pizza cost. An audio summary is available below.

00:00 00:00

Navigation icons: back, stop, forward

At times, a video is followed-up with questions regarding its content, to encourage students' attention, or to have them rethink a certain subject.

The student must pull out the correct answers from the video content, or calculate them.

Need a calculator?

Saved successfully.

Description	Amount
Pizza	\$ 13.00
First bounced-check bank charge	\$ 25.00
Fee charged by CheckRight	\$ 80.00
4 other bounced check bank charges	\$ 100.00
Four years extra rent charge	\$ 800.00
\$48.54 per month higher interest rate on 4 year car loan	\$ 2,330.00
Extra charge insurance for four years	\$ 960.00
TOTAL	\$ 4,308.00

Save

After giving examples of “money burns”, a student is asked to calculate how long it would take them to make up for mistakes like this themselves.

FoolProof

1.13
Progress: 28%

Need a calculator?

So What?

Would it bother you to throw away this much money?

Tell us this: If you have a job or allowance, how much do you take home per week?

\$ 100.00 / week

Okay, how many weeks would you have to work to pay for Gary's \$1200 mistake?
Round up to the next whole week.

12 weeks

And remember the little \$4308 pizza-mistake? How many weeks would you have to work to pay for this mistake with the \$13 bounced check? Round up to the next whole week.

44 weeks

Submit

← STOP →

In-depth content on various subjects is provided in the form of articles and/or podcasts at multiple places within the module.

The screenshot shows the FoolProofMe website interface. At the top, there's a navigation bar with 'HOME', 'ARTICLES', 'GUIDES', 'VIDEOS', and 'YOUTH'. The main article is titled "One Day Late on a Payment... Who Cares?!" and includes a photo of a woman looking thoughtful. The article text discusses the consequences of being late on payments. To the right, a "Latest" sidebar lists several other articles with small thumbnail images, such as "Do You Use Prepaid Cards? Then Read This:", "Why Martians Absolutely Know More About Money Than Your Kids...", and "Spotlight April 2019: Money-Saving Helpers!".

Short two-minute games let students break away for a moment and keep a fresh mind.

The screenshot shows a "Match A Smiley" game interface. At the top, it says "Break Time!" and "Enjoy your two minutes of joy. The program will continue automatically after that." Below this is a colorful graphic with the text "MATCH A SMILEY" and several cartoon smiley faces. Instructions read: "Match the silly faces to reveal a picture puzzle. Click on the 'Make a Guess' button to enter the solution to the picture puzzle. Have fun!" There is a "Play" button and a progress indicator showing "1/15" and "Progress: 31%". At the bottom, there are navigation buttons: a yellow arrow, a red "STOP" button, and another yellow arrow.

Module 1 is brought to life with real scam examples from around the world, showing what exactly is happening with each personal action.

Example 1:



Spot Quiz: 1.18
Progress: 40%

Correct answer:

All "phishing" e-mails want you to click on links like these in their email:

CHASE

Dear Chase OnlineSM Customer:

A message regarding "Re: Credit Card - Update Profile User Urgent" has been sent to our Secure Message Center.

To see your message:

- follow this link to [Log on to Chase Online](#). Once you log on, you can see your new message and Update Profile in the Secure Update Center.
- Please fill in the required information. This is required for us to continue to offer you a safe and risk free environment..

The message will be available in your Secure Message Centre for a short while.

Please do not reply to this message. In order to keep your account information private and secure, we ask that you [log on to Chase Online](#) and visit the Secure Message Center if you wish to send an additional question or require further assistance.

Thank you for being a valued Chase customer.





Example 2:



Break Time! 1.24
Progress: 60%

This Will Blow Your Mind!

WHAT HAPPENS NEXT
WILL BLOW YOUR MIND! 

EARN REAL MONEY NOW! 12 shocking photos of celeb

This will restore your faith in humanity!

Eliminate student debt in seconds!

CLICK ME!





(More in-depth) Learning moments are created with follow-up questions around acquired knowledge.

Example 1:



Pass Or Fail Question: 1.19
Progress: 43%

If any email asks you to click on a link to "confirm" or give your personal information, what should you do?

- Never click on links in emails that want your personal information. The word is "never!"
- Always report them, using your email spam tool. Help stick those suckers in jail!
- Click on them! Every class needs a fool...

[Submit](#)

Example 2:



How Bad Can It Get? 1.29
Progress: 76%

HOW BAD? CAN IT GET? 



00:00 | 00:27

(Note: you can't figure this with a calculator, since a court usually determines the final total. So, you literally have to guess how much it can cost you in fees and penalties if you ignore just one \$100 credit card bill for three years.)

How much will they collect?

\$ | don't know!

[Submit](#)

Classroom Activity

Once students have completed the module, move into the classroom activity.

Set-Up

What do you know about personal finance?

What have you learned from FoolProof Module 1 that you would share with a friend or classmate that hasn't used FoolProof or taken a personal finance class?

Your project is to create a short presentation that defines personal finance and explain its importance. Use one of the following presentation formats:

- ✿ Poster outline (use 11x17 cards or paper, or create the outline on a whiteboard)*
- ✿ Slide presentation (such as PowerPoint, Prezi)*
- ✿ Instructional video (3 to 5 minutes)*

Your project presentation must include:

- ✿ Your definition of personal finance.*
- ✿ Why consumers must stay vigilant. Include an example of fine print or native advertising and how it could negatively affect you as a consumer.*
- ✿ Include three lessons you have learned in FoolProof that show the importance of personal finance.*



Use a real-life example that illustrates why personal finance is very important to your future. Don't forget to document the source of your example. You may choose from an online source (would that be "real life"?), personal experience, or examples presented by the Facts & Figures Curriculum.

Be prepared to share your presentation with the class.

Conclusion

Share with your students:

Money affects all aspects of life. Whose decision is it to spend your money wisely? YOURS and yours alone!

Remember to evaluate spending money from your own perspective—is this right for me? That way you can tune out the noise trying to pull at your emotional heartstrings and make sound financial decisions.



Evaluation

Module 1 starts with a pretest to set a baseline of knowledge. The module concludes with a posttest for evaluation of knowledge gained.

After the module posttest, students will apply their acquired knowledge through a class project to be evaluated by the instructor.

Bonus Activity:

To further check for understanding, hand back your students their 3x5 cards and have them share with the class their five concepts of money.

First ask for volunteers and then call on some students. You will see that most of the money concepts are the same, and you can use that as your common money concepts for the class.

Once the students have shared their original concepts, have them turn the card over and have them write five facts, thoughts, concepts, or ideas that surprised them in Module 1. Was it the pizza story or the Nigerian scam, for instance?

Once the task is completed, have the students share with the class their thoughts and pull a common theme from their ideas. List them on the whiteboard, discuss quickly.

Glossary

Checking Account:	A transactional account where a depositor can draw money through various means including, but not limited to: checks, wires, debit card, linking to payment apps.
Credit Card:	A transactional card where loans can be borrowed by one's credit limit. The cardholder (borrower) agrees to pay back the credit loan amount and additional interest.
Credit Score:	A number representing a person's creditworthiness based on their history using credit.
Debit Card:	A transactional card where the funds are withdrawn immediately. The cards are linked to a checking account or other type of deposit account.
Fine Print:	Contracts and user agreements stating the terms of service usually displayed in a small font. This is where hidden fees or harsh terms can be found.
Free Enterprise System:	An economic system allowing for-profit companies to compete with minimal governmental interference.
Native Advertising:	Marketing material, usually online, designed to resemble real news stories.
Overdraft Fee:	Money charged to a depositor for withdrawing more money than is within an account, usually a checking account.
Phishing:	An online attempt to obtain personal information like usernames and passwords in order to commit fraud. Usually designed to look like legitimate business communications.

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is a mutual project by the FoolProof Foundation
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