

Tips

JA Our City - Third Grade Tips

Lesson 1

The local township may be able to provide an actual zoning map (free of charge) to mark the location of the elementary school on it.

(Annette Eyer, PTO President, CV School District)

Lesson 2

Building day—it's fun to wear a hard hat or take along some "tools of the trade" in a toolbox or carpenter's apron.

The school office may be able to locate a blueprint for the school building—or, volunteers may be able to find and display a blueprint of their house or other building.

Take a tape measure into the classroom to measure the door and possibly the length and width of the room. This will give the students a better perspective while they are doing the blueprint exercise.

There probably won't be time to color the students' buildings, but they can be encouraged to do that between lessons. Some classrooms have fun making their town more elaborate by bringing in toy cars and other embellishments—if the teacher is willing to leave the zoning map and buildings on display, students may want to rearrange the town lots of different ways. At the conclusion of JA, some students like to use their buildings for pencil holders on their desks (with teacher permission, of course!)

Lesson 3

Do you have a chef's hat to wear? Or take along some tools of the trade (maybe an unusual kitchen gadget that students could guess their use.)

Inspire the student with menus from local restaurants.

Publish all of the students' restaurant advertisements in a classroom "Restaurant Guide"—(including restaurant name, hours of operation, special features, types of food, etc.)

Nancy Jones, Abold Financial Services

Lesson 5

The last lesson can be a bit complicated. We have tried to make it a bit easier to understand with the following steps. If your students have difficulty following the check registry and you find it is taking longer to get through that exercise, you need to make the decision whether or not you want to do the activity. If you find you have plenty of time to execute the activity it is in your best interest to follow these directions:

Advance Preparation Steps (prior to this session)

- Write each child's name on a paycheck (or have the teacher do that.)
- Make an ATM machine out of a cardboard box. Stand the box on its side, put a slit in the front of the box, and tie a calculator next to the slit, or use a magic marker to place numbers for the students to punch. Ask them to use their lunch code number. You can also use play money in the ATM machine, you will need someone to pass the money through the slip.



Classroom Preparation Steps

- Give each student a deposit ticket and have them fill it out as a group.
- Select some students to have jobs: one payroll officer, two bankers, two restaurant employees, two newspaper sellers, and an ATM operator.
- Set up the room by positioning two desks in one area for the bank officers, two desks in another area for the restaurant, two desks for the newspaper office, and a desk with the ATM machine in the middle. Provide a written sign to identify the business (BANK, RESTAURANT, etc. you can use any left over table tents if you have them.)
- Have the students who have jobs go to their job site (it is helpful to have written directions indicating their job responsibilities.)
- Give all of the checks that will be used to purchase lunch at Recipro's Restaurant to the bank officers, as well as all of the ATM cards.
- Give all of the food (hamburgers and fries) to the Recipro Restaurant employees.
- Give all of the newspapers to the newspaper sellers. (The newspaper could be a compilation of the articles the students wrote in the fourth session. Or, students can pretend to give/get a newspaper.)
- If using fake money place it in the "ATM machine" by giving it to the ATM machine operator behind the box.
- Give all of the payroll checks to the payroll officer.

Implementation Steps

- Have the teacher be the payroll officer and call several students at a time to pick up their paychecks.
- When the student gets his or her paycheck, they endorse the back of the check, write the total deposit amount (\$50.00) at the bottom of the deposit ticket, and take both of these to the bank (this may require some teacher assistance.)
- Bank officers check the deposit ticket, if this is completed correctly and the check is endorsed then the banker gives the student an ATM card and a check for Recipro's Restaurant.
- The student then "goes to lunch" by taking the check to the restaurant, filling in their name at the top, and signing the bottom. The restaurant employees check to make sure this is done correctly, then hand the student a hamburger and fries card.
- Next, the student goes to the ATM machine to get out a dollar to buy a newspaper. They slide the ATM card into the slit in the box, and enter their code on the calculator or printed keyboard. Play money, (or pretend money) and their ATM card comes back through the slot (via the student behind the box).
- Next the student uses that money to buy a (pretend) newspaper.

As students complete the steps of going to the bank, buying lunch, going to the ATM, and buying a newspaper, they can take the place of students who have the jobs, until everyone has had a turn to play. Students enjoy this—and it's not really as complicated as these step-by-step directions would make it seem.

