Scope and Sequence

Junior Achievement uses hands-on experiences to help young people understand the economics of life. In partnership with business and educators, Junior Achievement brings the real world to students, opening their minds to their potential.

Middle Grades Programs

JA Economics for Success[™] explores personal finance and students' education and career options based on their skills, interests, and values; also demonstrates the economic benefits of staying in school. Six required volunteer-led activities.

Concepts-Self-knowledge, World of work, Needs and wants, Gross income, Net income, Opportunity cost, Credit, Debt, Interest, Risk, Insurance

Skills-Oral and written communication, Working in groups, Critical thinking, Following directions, Decision-making, Interpreting data, Problem-solving, Math calculations, Selfassessment, Role-playing

JA Enterprise In Action[®] describes the principal characteristics of the U.S. economic system and the role of business in it as students discover what it takes to start and run a business. Eight required volunteer-led activities.

Concepts-Business, Circular flow, Competition, Consumer, Corporations, Demand, Economic institutions, Entrepreneur, Ethics, Expenses, Government, Income, Interest, Marketing, Markets, Price, Private property, Profit, Resources, Stock, Supply

Skills-Brainstorming, Classifying, Critical thinking, Decisionmaking, Estimating, Giving reports, Graphing, Interpreting data, Math computation, Problem-solving, Reading, Roleplaying, Teamwork

JA Global Marketplace[™] provides practical information about the global economy and its effect on students' lives. Six required volunteer-led activities.

Concepts-Trade, Market, Domestic trade, International trade, Exports, Trade barrier, Quota, Subsidy, Embargo, Tariff, Standard, Business practices, Culture, Franchise, Global trade, Immigrate, Emigrate, Entrepreneurship, Human resources, Productivity, Technology, Exchange rates, Currency

Skills-Interpreting maps, charts, and globes, Oral and written communication, Working in groups, Gathering and organizing information, Critical reading, Persuasion, compromise, and bargaining, Analyzing points of view, Brainstorming, Critical thinking, Math calculations

Content Areas noted signify a program's primary focus; however, each JA program is developed to include all Content Areas.

	focus; include	ocus; however, each JA program is developed nclude all Content Areas.						Implementation		
	Business	Citizenship	Economics	Entrepreneurship	Ethics/Character	Financial Literacy	Work/Career Life Skills	Classroom Based	After School	Capstone
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Middle Grades Programs

JA Go Figure! Exploring Math in

Business[™] introduces business concepts through math exercises while students discover the practical application of math principles in business and everyday life. (May also be implemented as a high school program.) Eight required volunteer-led activities.

Concepts-Accuracy, Bar graph, Career, Diameter, Estimation, Fixed costs, Income, Interest, Inventory, Market research, Odds, Percentages, Production, Profit, Quality, Ratios, Statistics, Variable costs, Yield

Skills-Analyzing information, Budgeting, Calculating, Comparing, Drawing conclusions, Estimating, Graphing, Math computation, Measuring, Planning, Ranking, Teamwork, Visualizing

Our World[®] focuses on imports and exports, the role of foreign exchange, how countries are interdependent, and issues that affect trade. Five required volunteer-led activities.

Concepts-Business, Currency, Demand, Economic systems, Exchange rates, Exports, Global economy, Government, Imports, Interdependence, Markets, Marketing, Resources, Supply, Trade, Trade barriers

Skills-Abstract reasoning, Collecting data, Constructing puzzles, Converting currencies, Differentiating, Giving reports, Map reading, Math computations, Note taking, Oral presentations, Reading, Teamwork

Personal Economics[®] focuses on skills and interests, career options, and personal and family financial management while lesson plans reveal how students' decisions about education, careers, spending, and investing affect their economic role in society. Eight required volunteer-led activities

Concepts-Budgets, Careers, Choices, Credit, Demand, Employment, Exchange, Expenses, Income, Investment, Jobs, Markets, Money, Opportunity costs, Price, Saving, Stock, Supply

Skills-Analyzing situations, Budgeting, Charting, Critical thinking, Decision-making, Filling out forms, Interpreting information, Interviewing, Math computation, Problem-solving, Teamwork

Content Areas noted signify a program's primary focus; however, each JA program is developed to include all Content Areas

	focus; include	ocus; however, each JA program is developed to nclude all Content Areas.					Implementation			
	Business	Citizenship	Economics	Entrepreneurship	Ethics/Character	Financial Literacy	Work/Career Life Skills	Classroom Based	After School	Capstone
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Junior Achievement uses hands-on experiences to help young people understand the economics of life. In partnership with business and educators, Junior Achievement brings the real world to students, opening their minds to their potential.

solving, Reading, Research, Role-playing, Spending, Taking

responsibility, Teamwork

Middle Grades Programs

Nork/Career Life Skills Entrepreneurship **Classroom Based** Financial Literacy Ethics/Character Citizenship Economics **Business** The Economics of Staying in School[®] explains the economic benefits of an education and how choices students make now affect their future. Five required volunteer-led activities. Concepts-Benefit, Budgets, Careers, Choices, Cost, Employment, Expenses, Incentives, Income, Investment, Opportunity costs, Productive resources, Skills, Success, Taxes, Trade-offs, Work Skills-Analyzing information, Budgeting, Critical thinking, Decision-making, Evaluating experiences, Following directions, Gathering data, Giving reports, Goal setting, Math computation, Summarizing, Teamwork The International Marketplace[®] examines how people and cultures throughout the world are connected through trade. Students study world maps and economic data, debate issues surrounding trade, and practice converting currencies. Eight required volunteer-led activities. Concepts-Advantage, Choices, Currency, Demand, Economic systems, Exchange rates, Exports, Goods, Imports, Incentives, Interdependence, Markets, Productivity, Resources, Scarcity, Services, Tariffs, Trade Skills-Analyzing information, Classifying, Conducting research, Critical thinking, Debating, Giving reports, Map reading, Math computation, Reading, Research, Role-playing, Teamwork JA Finance Park[™] helps students build a foundation for making intelligent, lifelong, personal financial decisions through hands-on, realistic sitebased experiences. In school teacher-led activities; preand post-onsite experience. Concepts-Banking, Budgets, Buying, Careers, Choices, Consumers, Credit, Debt, Exchange, Expenses, Income, Interest rates, Investments, Money, Opportunity costs, Saving, Scarcity, Social security, Taxes Skills-Analysis, Applying information, Budgeting, Cause and effect, Critical thinking, Computation, Data collection, Decision-making, Filling out forms, Following directions, Graphing, Interpersonal communication, Interpreting data, Listening, Negotiation, Observation, Planning, Problem-

Primary

Implementation

After School

Capstone

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