**The Great Computer Challenge, 2017**

***Desktop Publishing, Level I***

# **Background**

Managing money is an important lesson. It may start when you learn to count money and understand how many pennies, nickels, dimes, and quarters are in a dollar. Money management and budgeting becomes more and more important as you get older but not all lessons are learned in school.

Talk with your team about your experience with money. Do you understand the difference between needs and wants? What does your team know about managing money? What do they need to learn?

# **Guidelines & Requirements**

You do not have to include all of the ideas provided. Discuss ideas with your team and use the information that is most important to your message.

Include pictures, shapes, borders, or charts to help with your design.

# **Challenge: Managing Money Poster or Handout**

Your challenge is to create a poster or handout to help kids understand what they should know about managing money. What should they know about earning, saving, spending, budgeting, and investing money?

* Types of money:
  + cash, checks, credit cards, debit cards, gift cards…
* Earning money:
  + allowance, chores, fund raising, jobs, careers, entrepreneurship…
* Spending money:
  + cost, purchases, coupons, value, loans, donations, safety…
* Budgeting Money
  + needs, wants, saving, allocation, goals, time and money…
* Investing money:
  + banks, credit unions, interest, inflation, taxes…

# **Judging Criteria**

* SAVE your work every few minutes
* Leave your work on the COMPUTER SCREEN when you leave
* Provide LOGIN information if necessary!

# **SOL Correlation**

C/T K-2.1 Demonstrate an operational knowledge of various technologies.

A. Use various types of technology devices to perform learning tasks.

* Use a keyboard, mouse, touchscreen, touchpad, and other input devices to interact with a computer.
* Use appropriate buttons, gestures, menu choices, and commands to manipulate the computer when completing learning tasks.

B. Communicate about technology with appropriate terminology.

* Use basic technology vocabulary as needed.

C/T K-2.2 Identify and use available technologies to complete specific tasks.

A. Identify the specific uses for various types of technology and digital resources.

* Identify the difference between hardware and software.
* Create a text document.
* Open and read an electronic book.
* Create a digital image.

B. Use content-specific tools, software, and simulations to complete projects.

* Use tools in various content areas as appropriate.

C/T K-2.6 Communicate effectively with others (e.g., peers, teachers, experts) in collaborative learning situations.

A. Use technology tools for individual and collaborative writing, communication, and presentation activities.

* Use word processing to practice writing skills.
* Use common graphic and presentation tools when preparing and providing presentations.

B. Recognize tools useful for communication.

* Identify how different technologies appeal to different senses.

Have fun and thank for participating in the Great Computer Challenge, 2017!