**The Great Computer Challenge, 2017**

***Desktop Publishing, Level II***

# **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 3-5.1Demonstrate an operational knowledge of various technologies.

1. 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.
* Demonstrate the ability to perform a wide variety of basic tasks using technology, including saving, editing, printing, viewing, and graphing.

B. Communicate about technology with appropriate terminology.

* Use basic technology vocabulary in daily practice.

C/T 3-5.2 Identify and use available technologies to complete specific tasks.

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

* Identify the differences among local, network, and Internet resources and tools.
* Create, edit, and format a document with text and graphics.
* Create and present a multimedia presentation.
* Create and populate a spreadsheet with data.
* Capture and edit a digital image.
* Demonstrate the ability to choose appropriate resources when completing assignments in various content areas.

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

* Use tools in various content areas as directed by the teacher.

C/T 3-5.3Make responsible decisions—grounded in knowledge of digital safety and security best practices—that pertain to various digital communication tools and methods.

A. Demonstrate knowledge of basic practices related to online safety.

* Use best practices for online safety as defined by the division’s online safety program.
* Demonstrate an understanding of the division’s acceptable use policy and consequences for inappropriate use.

B. Discuss and model responsible behaviors when using information and technology.

* Identify reasons for taking security precautions when using any technology, especially those related to the Internet.
* Demonstrate responsible behavior, such as using strong passwords and

avoiding high-risk activities.

* Identify inappropriate or threatening interpersonal situations involving electronic devices and develop strategies to react to them safely.
* Behave appropriately in virtual groups and be proactive in preventing bullying behavior in an environment that provides anonymity to bullies.

C/T 3-5.4 Exhibit personal responsibility for appropriate, legal, and ethical conduct.

A. Understand the need for laws and regulations regarding technology use.

* + Model appropriate, legal, and ethical behavior in all technology use and technology-supported environments.

B. Understand the basic principles of the ownership of ideas.

* Demonstrate a basic understanding of “fair use.”

C/T 3-5.8 Practice reasoning skills when gathering and evaluating data.

A. Determine when technology tools are appropriate to solve a problem and make a decision.

* Identify technology resources and tools that can help with decision making.

B. Demonstrate organization and persistence when completing personal and group assignments, activities, and projects.

* Use various productivity tools that help with planning, time management, project goal setting, etc.

C/T 3-5.10 Communicate effectively with others (e.g., peers, teachers, experts) in collaborative learning situations.

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

* Produce documents and presentations that demonstrate the ability to edit, reformat, and integrate various tools and media.

B. Participate in communications among different cultures.

* Understand the need to place communication in the context of culture.

C. Assume different roles (e.g., leader/follower, orator/listener) on teams in various situations.

* Recognize that different people on a team bring different technical skills, and understand how that can influence team responsibilities.
* Demonstrate the ability to share technology tools as needed.

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