



WANTS VS. NEEDS ACTIVITY

Subject: Basic Money Management

Grade Level: K-3

Time: 10 minutes

Materials:

- 1 copy of Wants vs. Needs cards
- 1 – 2 Fly swatters for option 3

PREPARATION Print 1 copy of the Wants vs. Needs cards

OPTION 1: WANTS VS. NEEDS, WHOLE CLASS SHOUT OUT

PREPARATION

Print 1 copy of the Wants vs Needs cards.

INSTRUCTIONS

1. Start by talking about the difference between a want and a need. You may want to give a few examples to clarify the concept for students.
2. Get out the Wants vs. Needs cards. Tell students that they need to tell you whether each item is a want or a need. You could do this in many ways including:
 - Having students say the answer out loud.
 - Have students give a thumbs up/thumbs down or other hand signal.
 - Designate one side of the room as the “wants side” and the other side be the “needs side”. Students will go to the appropriate side for each card.
3. Close by discussing how to prioritize spending and the consequences of buying wants first.

OPTION 2: WANTS VS. NEEDS, GROUP SORT

PREPARATION

Print 1 copy of the Wants vs Needs cards per group.

INSTRUCTIONS

1. Start by talking about the difference between a want and a need. You may want to give a few examples to clarify the concept for students.
2. Pass out the Wants vs. Needs cards. Tell students that they need to work together to separate the cards into a want pile and a need pile.
3. Close by discussing how to prioritize spending and the consequences of buying wants first.

OPTION 3: WANTS VS. NEEDS, FLY SWATTER

PREPARATION

Print 1 copy of the Wants vs. Needs cards and tape them up across a board or wall.

INSTRUCTIONS

1. Start by talking about the difference between a want and a need. You may want to give a few examples to clarify the concept for students.
2. Get students into one or two lines and give the first person in line a fly swatter. When you say either “Want” or “Need” students will run up to the board and swat a picture that is either a want or a need.
3. Close by discussing how to prioritize spending and the consequences of buying wants first.

FOOD



WATER



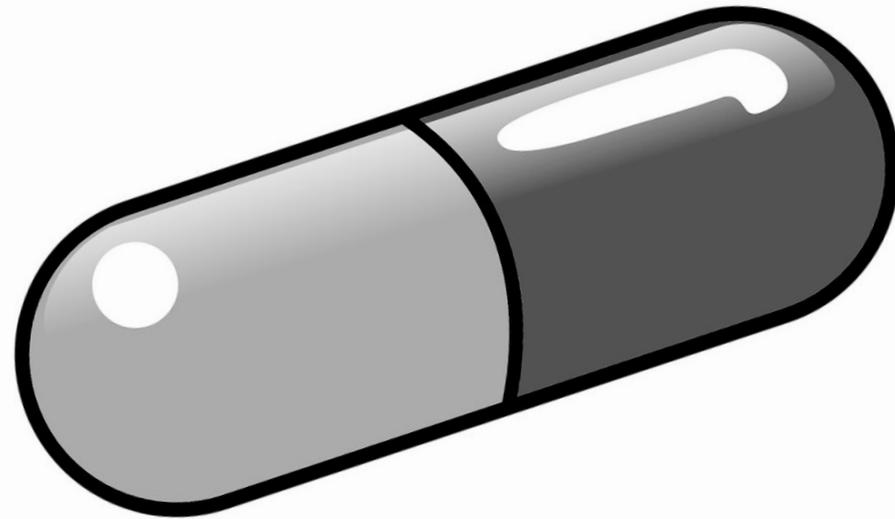
SHOES



SOAP



MEDICINE



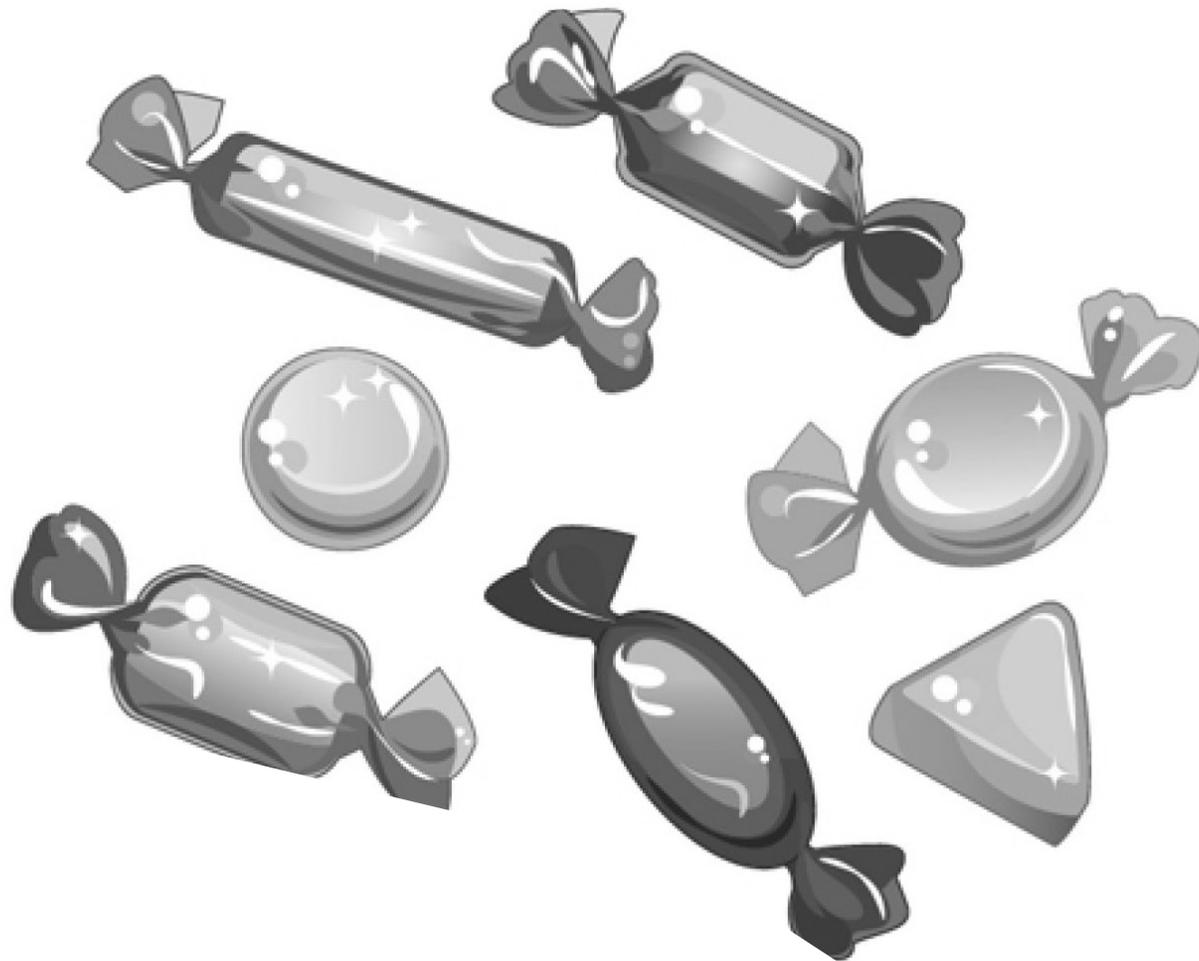
SHELTER



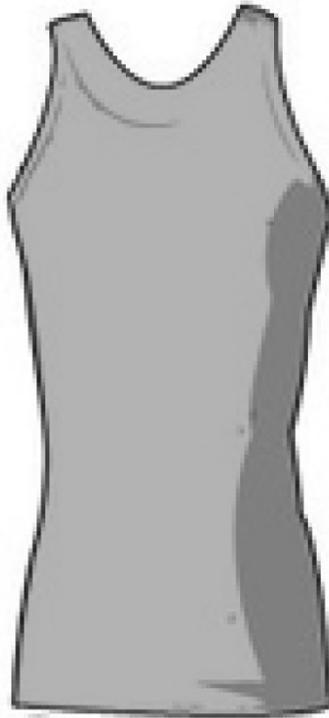
SCHOOL



CANDY



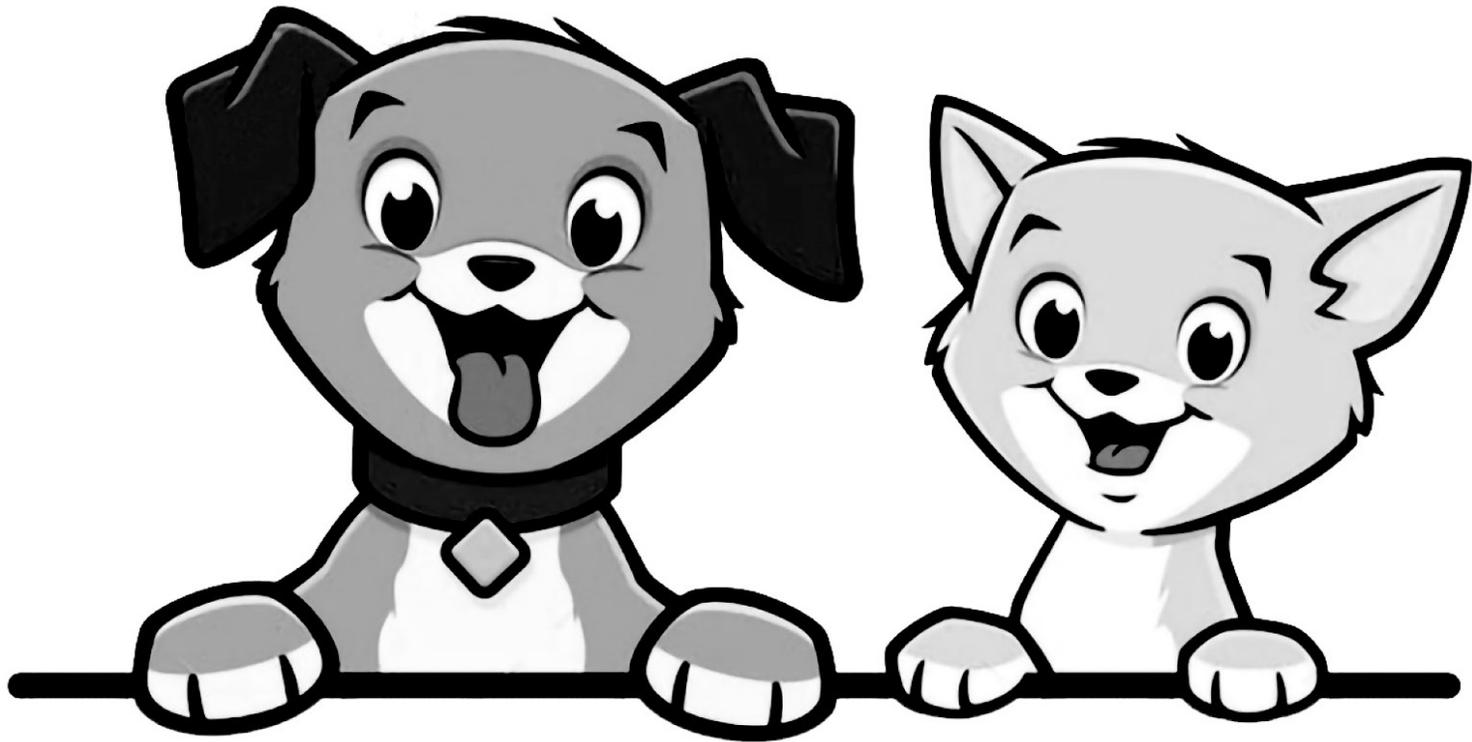
CLOTHING



VIDEO GAMES



PETS



BIKE



BASKETBALL



CUPCAKE



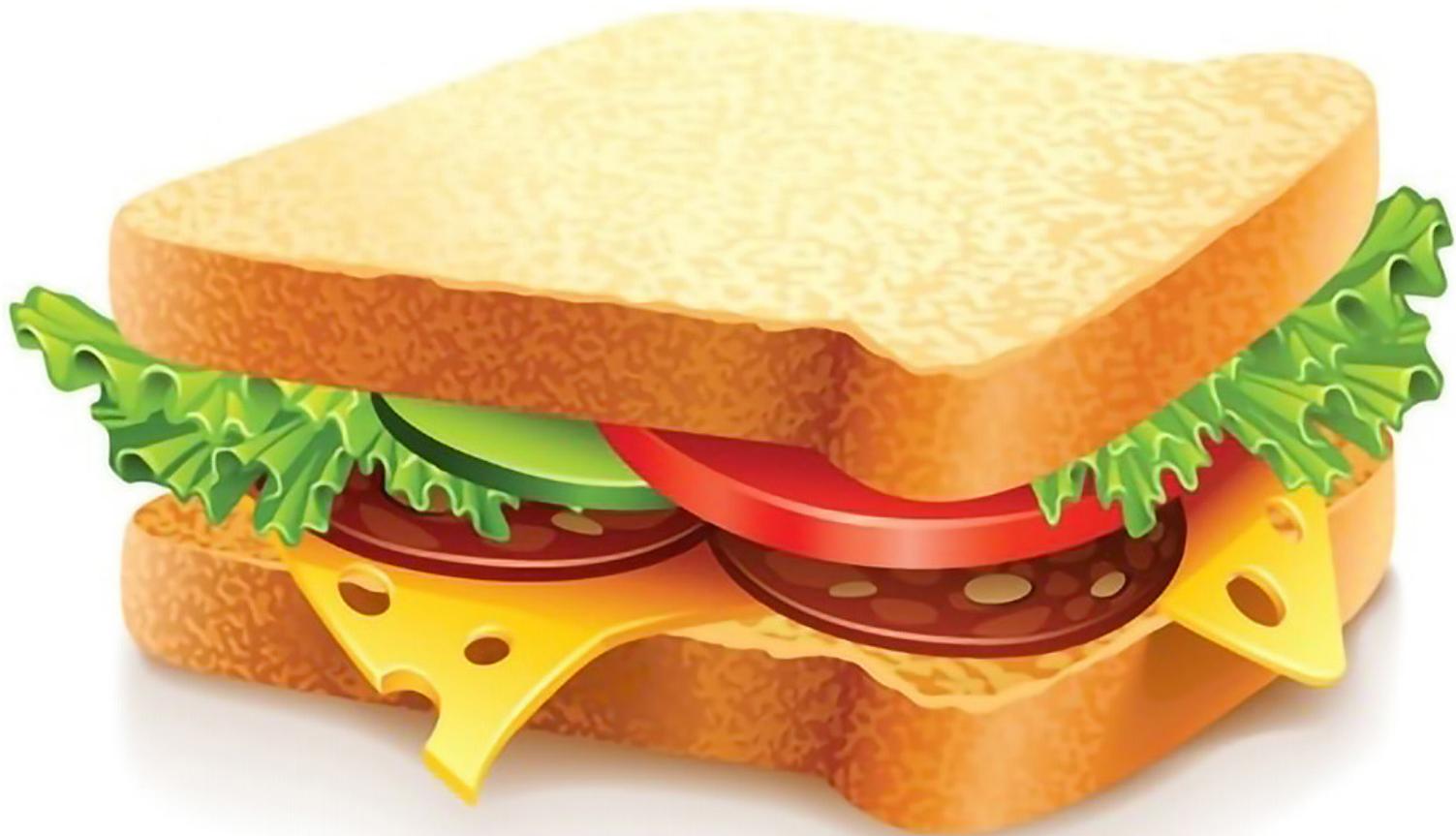
NECKLACE



TELEVISION



FOOD



WATER



SHOES



SOAP



MEDICINE



SHELTER



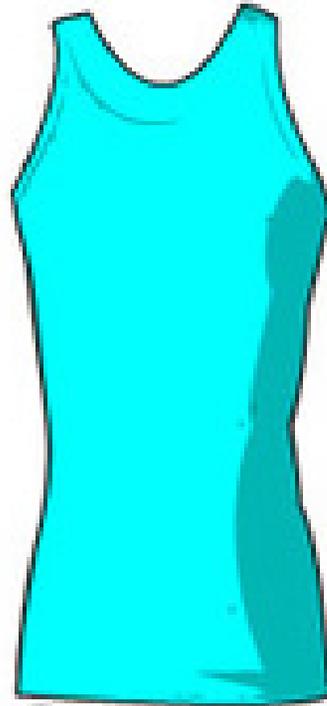
SCHOOL



CANDY



CLOTHING



VIDEO GAMES



PETS



BIKE



BASKETBALL



CUPCAKE



NECKLACE



TELEVISION

