

LEARNING EXPERIENCE BRIEF

JA BizTown®

■ Work and Career Readiness ■ Financial Literacy

JA BizTown provides educators with lessons and resources to effectively integrate financial literacy and work and career readiness into the school classroom. Join Junior Achievement's national network of volunteers and help students connect the dots between what they learn in school and the "business of life."



JA'S TURNKEY VOLUNTEER EXPERIENCE

One-on-One Engagement

During the simulation, volunteers guide students as they operate one of the businesses at *JA BizTown*.

Comprehensive Training

JA staff provides training so that you are comfortable with the simulation experience. You will be familiar with the daily schedule, the work expected of the students, and your roles and responsibilities.

Minimal Time Commitment

The time commitment is minimal compared to the significant impact you make. The approximately 6-hour day includes volunteer training and the 5-hour simulation.

JA Staff Collaboration and Support

Volunteers are key to the success of this program. JA staff will answer your questions and provide support throughout the day.

LEARNING EXPERIENCE OBJECTIVES

Following participation in the program, students will be able to:

- Discuss the roles they play as citizens, employees, and consumers in their community and relate those roles to the market economy.
- Discuss the importance of citizen rights and responsibilities in a community.
- Demonstrate a basic understanding of the free enterprise system.
- Foster money management skills through practical experiences of economic concepts and banking practices.
- Develop an understanding of foundational business practices and responsibilities.
- Display the soft skills essential for successful participation in the world of work and career building.

LEARNING EXPERIENCE HIGHLIGHTS

JA BizTown consists of 12 in-class teacher-led sessions with a culminating 4-to-5-hour visit to a hands-on, simulated community experience.

JA BizTown

JA BIZTOWN MATERIALS

Fourth to sixth-grade students may not be old enough to drive, work, vote, or be the boss yet. But that does not stop them from operating banks, managing restaurants, writing checks, using debit cards, and voting for a mayor at *JA BizTown*, where students connect the dots between what they learn in school and the real world.

1 **JA BizTown Citizen Guide**
Is an in-class and take-home reference tool for students to complete during each lesson.

2 **JA BizTown Checkbooks**
Is designed for the on-site simulation activities.

3 **Circular Flow of an Economy Poster**
Represents the community's circular flow of economic activity; is also available as a digital asset.

4 **Payment Cards**
Cards used in the new Card Payment Game help students make decisions about which payment type to use to buy goods and services.

5 **Family Newsletter**
Includes activities for students and their families to enjoy.