

# JA BizTown<sup>®</sup>

## Self-Guided Curriculum

### Program Brief | Initial Release

*JA BizTown* is Junior Achievement's capstone curriculum for integrating financial literacy and work and career readiness into the classroom. This student self-guided classroom curriculum culminates with a *JA BizTown* simulation experience. The simulation may take place virtually through *JA BizTown Adventures* or at an on-site or mobile facility.

The new self-guided curriculum provides students a more independent learning experience as compared to the traditional classroom curriculum. Students will engage in a series of interactive screencasts, video and fillable PDF activities. Educators introduce the curriculum assignments to students, schedule check-in points, and provide opportunity for student reflection and discussion. The frequency of student-teacher engagement is flexible. Implementation can be accomplished whether students are in a remote, face-to-face, or hybrid learning environment.

### Self-Guided Curriculum Highlights

- *JA BizTown* self-guided curriculum is a fully online learning experience that students can access inside or outside the classroom.
- Sessions engage students in narrated, interactive screencasts, video, and downloadable activities.
- Each student participating in the *JA BizTown* self-guided curriculum will require a digital device and access to the Internet.
- Self-guided modules are student self-paced and each one averages five to ten minutes in length.
- Available for educator and student use in October 2020.

This program supports critical thinking skills and student engagement and effectively integrates financial literacy and work and career readiness into the classroom.

### Self-Guided Curriculum Outline

#### Financial Literacy

Students identify common terms associated with banking and financial institutions. They will explore the differences between checks, debit cards, credit cards, complete a deposit ticket and maintain a transaction register. This theme consists of 8 narrated screencast modules and 2 volunteer pre-recorded videos. Module activities average five to ten minutes in length.

### **Community and Economy**

Students will be introduced to the concept of the circular flow of money and goods in an economy. They will identify common terms associated with community and economy, while recognizing the importance of ethics in a community. This theme consists of 5 narrated screencast modules and 1 volunteer pre-recorded video.

### **Work Readiness**

Students will learn how their interests and skills can lead to exciting careers. They will have an opportunity to fill out a job application and they will learn about resumes, job interviews, appropriate workplace behaviors, and how to effective teamwork and cooperation can enhance business teams. This theme consists of 2 narrated screencast modules and 2 volunteer pre-recorded videos.

### **Business Management**

Students will prepare for the *JA BizTown* simulation. They learn how costs associated with operating a business, selling price, revenue, profit and inventory impacts business. Students learn about characteristics of effective advertising. This theme consists of 3 narrated screencast modules and 1 volunteer pre-recorded video.

### **Simulation**

Students will participate in a *JA BizTown* simulation experience, either at an on-site facility or online through the JA BizTown Adventures.

### **Debriefing**

Students will reflect on the activities they participated in during the simulation. Students also have an opportunity to complete the program post-test to determine their knowledge gain over the course of the program.