

## Highlights

- 6 modules, 30 minutes each
- Typically placed in Math, Social Studies or Technology class
- Embedded, performance-based games
- Personalized offline goal-setting activities
- Supplemental lesson plans for teachers

## Topics Areas

- Savings Plans
- Setting Financial Goals
- Taxes
- Income
- Budgeting

- Credit vs. Cash
- Managing Risk
- Investing
- Borrowing
- Needs & Wants