

# By the end of grade 2

## Personal Financial Literacy 9.1

### A Civic Responsibility

- 1 Recognize ways to volunteer in the classroom, school and community. 9.1.2.CR.1
  - 2 List ways to give back, including making donations, volunteering, and starting a business. 9.1.2.CR.2
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### B Financial Institutions

- 1 Differentiate the various forms of money and how they are used (e.g., coins, bills, checks, debit and credit cards). 9.1.2.FI.1
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### C Financial Psychology

- 1 Explain how emotions influence whether a person spends or saves. 9.1.2.FP.1
  - 2 Differentiate between financial wants and needs. 9.1.2.FP.2
  - 3 Identify the factors that influence people to spend or save (e.g., commercials, family, culture, society). 9.1.2.FP.3
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### D Planning and Budgeting

- 1 Determine various ways to save and places in the local community that help people save and accumulate money over time. 9.1.2.PB.1
  - 2 Explain why an individual would choose to save money. 9.1.2.PB.2
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### E Risk Management and Insurance

- 1 Describe how valuable items might be damaged or lost and ways to protect them. 9.1.2.RM.1
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## Career Awareness, Exploration, Preparation, and Training 9.2

### A Career Awareness and Planning

- 1 Make a list of different types of jobs and describe the skills associated with each job. 9.1.2.CAP.1
  - 2 Explain why employers are willing to pay individuals to work. 9.1.2.CAP.2
  - 3 Define entrepreneurship and social entrepreneurship. 9.1.2.CAP.3
  - 4 List the potential rewards and risks to starting a business. 9.1.2.CAP.4
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## Life Literacies and Key Skills 9.4

### A Creativity and Innovation

- 1 Demonstrate openness to new ideas and perspectives (e.g., 1.1.2.CR1a, 2.1.2.EH.1, 6.1.2.CivicsCM.2). 9.4.2.CI.1
  - 2 Demonstrate originality and inventiveness in work (e.g., 1.3A.2CR1a). 9.4.2.CI.2
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### B Critical Thinking and Problem-solving

- 1 Gather information about an issue, such as climate change, and collaboratively brainstorm ways to solve the problem (e.g., K-2-ETS1-1, 6.3.2.GeoGI.2). 9.4.2.CT.1
  - 2 Identify possible approaches and resources to execute a plan (e.g., 1.2.2.CR1b, 8.2.2.ED.3). 9.4.2.CT.2
  - 3 Use a variety of types of thinking to solve problems (e.g., inductive, deductive). 9.4.2.CT.3
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### C Digital Citizenship

- 1 Explain differences between ownership and sharing of information. 9.4.2.DC.1
  - 2 Explain the importance of respecting digital content of others. 9.4.2.DC.2
  - 3 Explain how to be safe online and follow safe practices when using the internet (e.g., 8.1.2.NI.3, 8.1.2.NI.4). 9.4.2.DC.3
  - 4 Compare information that should be kept private to information that might be made public. 9.4.2.DC.4
  - 5 Explain what a digital footprint is and how it is created. 9.4.2.DC.5
  - 6 Identify respectful and responsible ways to communicate in digital environments. 9.4.2.DC.6
  - 7 Describe actions peers can take to positively impact climate change (e.g., 6.3.2.CivicsPD.1). 9.4.2.DC.7
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### D Global and Cultural Awareness

- 1 Articulate the role of culture in everyday life by describing one's own culture and comparing it to the cultures of other individuals (e.g., 1.5.2.C2a, 7.1.NL.IPERS.5, 7.1.NL.IPERS.6). 9.4.2.GCA:1
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### E Information and Media Literacy

- 1 Identify a simple search term to find information in a search engine or digital resource. 9.4.2.IML.1
- 2 Represent data in a visual format to tell a story about the data (e.g., 2.MD.D.10). 9.4.2.IML.2
- 3 Use a variety of sources including multimedia sources to find information about topics such as climate change, with guidance and support from adults (e.g., 6.3.2.GeoGI.2, 6.1.2.HistorySE.3, W.2.6, 1-LSI-2). 9.4.2.IML.3
- 4 Compare and contrast the way information is shared in a variety of contexts (e.g., social, academic, athletic) (e.g., 2.2.2.MSC.5, RL.2.9). 9.4.2.IML.4

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## **F Technology Literacy**

- 1 Identify the basic features of a digital tool and explain the purpose of the tool (e.g., 8.2.2.ED.1). [9.4.2.TL.1](#)
- 2 Create a document using a word processing application. [9.4.2.TL.2](#)
- 3 Enter information into a spreadsheet and sort the information. [9.4.2.TL.3](#)
- 4 Navigate a virtual space to build context and describe the visual content. [9.4.2.TL.4](#)
- 5 Describe the difference between real and virtual experiences. [9.4.2.TL.5](#)
- 6 Illustrate and communicate ideas and stories using multiple digital tools (e.g., SL.2.5). [9.4.2.TL.6](#)
- 7 Describe the benefits of collaborating with others to complete digital tasks or develop digital artifacts (e.g., W.2.6., 8.2.2.ED.2). [9.4.2.TL.7](#)