



Financial literacy is an extremely important subject for young learners of today to become financially responsible adults. But it is also a difficult subject to teach. It often fails to hold the attention of students.

MysticLand in School's Money Matters course is a fresh take on learning, understanding, practising as well as imparting financial literacy. There are three titles in this course:

GRADE 6

COST OF LIFE

GRADE 7

**BANKING AND
TAXATION**

GRADE 8

**VALUE OF
MONEY**

PROGRAMME STRUCTURE

This programme is designed for maximum interactivity in class and gaining practical knowledge of finance. To ensure continued engagement, the programme is structured as below:

#1

The Money Matters Storybook:

The Money Matters Storybook will take learners on an exciting journey with the Mysticals who learn financial concepts with them. Each title is written as a novel and is broken down into seven episodic chapters.

#2

The Money Matters Pocket Guide:

The Money Matters Pocket Guide will help learners understand each financial concept in detail. Designed as one sheet per chapter, each guide delivers concepts and activities to cement learning.

#3

Worksheets

After completing a chapter, learners will be tested on their financial concepts via worksheets.

#4

In-class activities:

The programme includes suggestions for activities to be conducted in class for maximum engagement.

#5

Project:

A project-based evaluation that will help learners put their knowledge to practical use.

#6

Certification:

On completion of the minicourse on finance, learners will be awarded a certificate.

STORYLINE

Orak, Verum, Scorch, and Felix have decided to move out of their parents' homes. The four Mysticals set off to find themselves a home. But they quickly realise that living alone is not an easy task. It comes with a heavy cost- the cost of a home, travel, food, necessities, and entertainment. Between rent, bills, and grocery, will the Mysticals be able to manage their expenses?

CURRICULAR GOALS

The curricular goals for this financial literacy book aim to equip Grade 6 students with essential financial skills, beginning with the distinction between needs and wants, and the importance of budgeting and mindful consumption. Students will learn how to assess the market before making economic decisions, understand loans, and evaluate different types of expenses. They will develop practical budgeting skills and gain insights into inflation, how it impacts personal budgets, and how countries regulate prices. The book also introduces concepts like hidden costs, conscious consumption, rational choice theory, and behavioural economics to foster thoughtful consumer behaviour. Finally, students will explore the power of compounding and gain an introduction to investment as a way to grow wealth.

STORYBOOK:

POCKET GUIDE:

<p>CHAPTER #1 We are old enough to be adults</p>	<p>Needs and Wants LEARNING OUTCOMES Understand the difference between needs and wants. Learn the importance of budgeting. Develop awareness in consumption.</p>
<p>CHAPTER #2 The cost of a home</p>	<p>Knowing the market LEARNING OUTCOMES Learn how and why it is crucial to understand the market before making economic decisions. Gain knowledge into the concept of loan.</p>
<p>CHAPTER #3 Everything has a cost!</p>	<p>Budgets, expenses, and income LEARNING OUTCOMES Become familiar with the types of expenses and learn how to evaluate them. Learn to draw up a budget for a healthy financial plan.</p>
<p>CHAPTER #4 The cost of food</p>	<p>Expenses and inflation LEARNING OUTCOMES An easy and practical guide to understanding inflation. Learn how country-led inflation can have an impact on our monthly budget. Understand how countries monitor and control pricing of common goods.</p>
<p>CHAPTER #5 The heavy cost of transportation</p>	<p>Hidden costs LEARNING OUTCOMES Understand hidden costs behind every purchase decision. Learn to evaluate purchase decisions holistically. Touch upon conscious consumption as a way to save money and the planet.</p>
<p>CHAPTER #6 The cost of entertainment</p>	<p>Economics and decision making LEARNING OUTCOMES Understand the difference between rational choice theory and behavioural economics as a way to evaluate purchase decisions. Move further into developing awareness as a consumer.</p>
<p>CHAPTER #7 Saving for a brighter future</p>	<p>All about savings LEARNING OUTCOMES Learn and appreciate the power of compounding. Understand investing as a way to grow money. Also learn about a few instruments of investment.</p>

PROJECT:

Students have to audit their home budget and prepare a report of their findings. They can divide themselves into groups of five. Each member of the group can choose one topic from the list: food, utilities, entertainment, conscious and cautious consumption. They have to put together the learnings and present everything to the class as a group.

Needs and Wants

Understand the difference between needs and wants.
Learn the importance of budgeting. Develop awareness in consumption.

**THE SHOPPING PRIORITIES ACTIVITY****Objective:**

Help students understand the difference between needs and wants, while developing budgeting skills and consumption awareness.

Materials:

Magazines, newspapers, or printed pictures of various items (food, clothes, toys, electronics, books, etc.)
A4 paper or chart paper
A pair of scissors and glue
Fake money (or tokens) to represent a set budget (e.g., ₹500)

Instructions:

Set the scenario: Tell the students that they've received ₹500 to buy things they might need or want over the next week. They'll have to use this budget wisely.

Item selection: Provide them with magazines, newspapers, or pre-printed pictures of items, and ask them to cut out items they might want to buy.

Categorise: Once they've selected the items, they should divide their items into two groups — "Needs" and "Wants"— and glue them on a chart paper or A4 paper.

Budgeting: They must then make their final shopping list, ensuring they only spend up to ₹500.

Encourage them to prioritise needs first, and only add wants if they have leftover money.

Group discussion: After completing the activity, ask each student to share their choices and explain why they classified certain items as needs or wants, and how they stayed within their budget.

Wrap-up discussion:

How did students decide what to prioritise?

Did they feel tempted to buy more wants than needs?

How might this apply to real life when they make spending decisions?

This activity will make the concept of needs versus wants more tangible and help them practise budgeting skills while encouraging mindful consumption.

STORYLINE

The MysticLord has sent Mysticals Orak, Scorch, Verum, and Felix on a mission to catch the evil Bruha. Bruha is in search of a mysterious and old treasure. As the four Mysticals follow the clues Bruha left, they get embroiled in the confusing financial world of the humans. Bank statements, taxes, insurance...! Will the Mysticals be able to figure out what Bruha is after and capture her?

CURRICULAR GOALS

The curricular goals for this financial literacy book aim to provide Grade 7 students with a deep understanding of the evolution of money from barter systems to modern currencies, while highlighting the challenges that led to the creation of currency and banking. Students will learn about merchant and commercial banks, their functions, and revenue generation as well as how to read and interpret bank statements, transactions, and simple interest. The book covers taxation, including types of taxes, income tax slabs, and deductions while also exploring how governments use tax revenue globally. Additionally, it introduces the Reserve Bank of India, its role in the economy, and the process of currency printing. The final section covers the basics of insurance and risk mitigation, explaining how insurance companies operate.

STORYBOOK:

POCKET GUIDE:

<p>CHAPTER #1 Where in the world is Bruha?</p>	<p>The world of barter LEARNING OUTCOMES Trace the journey of money to the days of barter. Understand the problems faced in the barter system and why it led to the invention of currencies. Learn about the genesis of banking.</p>
<p>CHAPTER #2 Clues in the safety deposit box</p>	<p>Types of banks LEARNING OUTCOMES Learn about the two types of banks: merchant and commercial. Learn their functions and how they make money.</p>
<p>CHAPTER #3 Jay to the rescue!</p>	<p>All about bank statements LEARNING OUTCOMES Learn how to read a bank statement, decode transactions, understand the concept of simple interest, savings, and balance, and learn to trace transactions via narrations.</p>
<p>CHAPTER #4 Scorch becomes a tax fugitive</p>	<p>All about taxes LEARNING OUTCOMES Learn about the taxation system, types of taxes, and why we pay taxes. Get an introduction to the latest income tax slabs and learn to calculate them from income. Also, touch upon deductions.</p>
<p>CHAPTER #5 A visit to the Income Tax Department</p>	<p>International taxes LEARNING OUTCOMES Move from India to an overview of other countries. Understand what governments do with the money collected as taxes. Know about countries that impose the highest and lowest taxes.</p>
<p>CHAPTER #6 The life of a numismatist</p>	<p>RBI and the mint LEARNING OUTCOMES Learn about the Reserve Bank of India, its functions, and how money flows within the country. Also, read about the mint and note printing presses in India.</p>
<p>CHAPTER #7 The Great Coin Treasure Hunt</p>	<p>The world of insurance LEARNING OUTCOMES Learn about insurance, why we take insurance, and how insurance companies work. Understand the basics of risk mitigation.</p>

PROJECT:

Students have to go to a bank and talk to the people who work in the finance industry. They can open a bank account or speak to a representative about loans, interest, and insurance. Students have to put together their learnings and present their report to the class.

The world of barter

Trace the journey of money to the days of barter. Understand the problems faced in the barter system and why it led to the invention of currencies. Learn about the genesis of banking.



BARTER MARKET SIMULATION ACTIVITY

Objective:

Help students experience the challenges of the barter system and understand why currency was needed for smoother trade.

Materials:

Cards or slips of paper with different "goods" or "services" written on them (e.g., 5 apples, 3 chickens, 2 pots, 1 cow, 5 bags of rice, etc.)

A list of "wants" that each student (or group) will aim to collect during the simulation.

Instructions:

Set the scenario: Each student (or group) is a "trader" living in a world without money. Give them a few items (in the form of cards or slips of paper) to start with, such as "5 apples" or "3 chickens". Each student will have different items and their goal is to trade with others to get what they need.

Trading time: Students will need to barter with one another to get the items they want. Set a time limit (e.g., 15-20 minutes) for the trading process. During this time, they must negotiate trades by exchanging goods based on what they feel is a fair trade.

Challenges: As the activity goes on, students will likely face some challenges such as finding someone who has what they want, unequal trade values (e.g., one student offering "5 apples" for "1 cow"), or needing to make multiple trades to eventually get the item they need.

Group discussion:

After the trading period, bring the students together to reflect on their experience:

Was it easy to trade? Why or why not?

What were some challenges they faced in making fair trades?

Did anyone manage to get all the items they wanted? How?

What might make trading easier?

Introduce currency: Explain how these challenges led to the invention of money as a more efficient way of trading, as everyone could agree on the value of a common medium like coins or paper money, making trade much easier.

Wrap-up discussion:

How did the barter system create difficulties in trade?

What problems could currency solve in these types of transactions?

What are some early forms of money that civilisations created to replace barter?

This hands-on activity will give students an appreciation for the complexities of the barter system and a better understanding of how and why currencies were developed.

STORYLINE

MysticLand's most precious and powerful magic rests in the Chalice of Elementia. It is said that the four stones of the Chalice together will unlock a treasure of great value. The Mysticals are on a mission to find the fourth stone. But will they be able to navigate the maze of old coins, currencies, currency exchange houses, intellectual property rights, and cryptocurrency and unlock the true value of money?

CURRICULAR GOALS

The curricular goals for this financial literacy book aim to provide students with a comprehensive understanding of the evolution of currency from barter systems to modern monetary practices. It covers the role of money as a medium, explores different world currencies, and delves into the pricing of valuable commodities like energy, agriculture, and art. Students will also learn about exchange rates, currency strength, and their global impacts through practical exercises. Additionally, the book introduces intellectual property rights, non-currency valuables, and the differences between digital money and cryptocurrency. Practical lessons on online safety, identity theft prevention, and actions to take if targeted are also included to equip students with real-world financial literacy and security skills.

STORYBOOK:

POCKET GUIDE:

<p>CHAPTER #1 In search of the missing stone</p>	<p>History of currency LEARNING OUTCOMES Understand the evolution of currency from barter till today. Touch upon money as a medium and different currencies in the world.</p>
<p>CHAPTER #2 Mysticals seek the Golconda diamond</p>	<p>Value of valuables LEARNING OUTCOMES Deep dive into valuable commodities such as energy, agriculture, art, and financial assets. Understand what drives their pricing and how it impacts us.</p>
<p>CHAPTER #3 Much ado about currency exchange</p>	<p>Exchange rates LEARNING OUTCOMES A detailed guide into exchange rates, why they exist, and practical exercises to understand currency fluctuations.</p>
<p>CHAPTER #4 The Mysticals dream about treasure</p>	<p>Why currency values change LEARNING OUTCOMES An overview into strong and weak currencies. Understand how a currency can become more powerful, what factors drive its strength, and how it impacts us or others.</p>
<p>CHAPTER #5 An expedition to the Spanish galleon</p>	<p>Non-currency valuables LEARNING OUTCOMES Deep dive into the world of intellectual property rights. Touch upon what are non-currency valuables and different types of IP.</p>
<p>CHAPTER #6 The HuMysticals of Mars</p>	<p>Future of money LEARNING OUTCOMES Enter the world of digital money. Understand the difference between digital money and cryptocurrency. Practical exercises to observe online transactions.</p>
<p>CHAPTER #7 MysticLand's Greatest Mystery solved</p>	<p>Identity theft and online safety LEARNING OUTCOMES Learn about identity theft and how to protect ourselves online. Learn what to do if we fall prey to identity theft.</p>

PROJECT:

Students have to create a mock currency exchange house. They can divide themselves into five teams: design, security, exchange clerks, marketing, and customers. Each team has to perform different tasks such as designing the layout of the currency exchange house, keeping the exchange house safe, executing transactions, etc. Students have to analyse which exchange house has turned the maximum profit.

History of currency

Understand the evolution of currency from barter till today. Touch upon money as a medium and different currencies in the world.



CURRENCY EVOLUTION ROLE-PLAY

Objective:

Help students understand how currency evolved from the barter system to modern money, introduce them to the concept of money as a medium of exchange, and tell them about different currencies around the world.

Materials:

Role-play cards with different historical stages of currency (e.g., barter system, commodity money, metal coins, paper money, digital currency, cryptocurrency).

Slips of paper or tokens to represent various items (like livestock, grain, metals, etc.) for the barter and commodity money stages.

A world map or images of different global currencies (optional).

Instructions:

Set the scene: Divide the class into groups, each representing a different historical period in the evolution of currency:

Barter system

Commodity Money (e.g., using livestock, grain, or shells as currency)

Metal Coins

Paper Money

Digital Currency (credit cards, online banking)

Cryptocurrency

Role-Play trading:

Stage 1: Barter: Have the first group start by bartering goods (e.g., trading apples for rice) to demonstrate the difficulties of direct exchange.

Stage 2: Commodity Money: The second group will introduce the idea of using valuable items (like metals, livestock) as a medium of exchange.

Stage 3: Metal Coins: Move on to using standardised metal coins (which everyone recognises as valuable and easier to trade).

Stage 4: Paper Money: The next group will demonstrate how paper money made trading more efficient and lightweight.

Stage 5: Digital Currency: Show how digital money, like credit cards and online payments, revolutionised modern trade.

Stage 6: Cryptocurrency: Finally, the last group can discuss the rise of cryptocurrencies like Bitcoin and how they're used today.

Group discussion:

After each group presents their "era" and performs a short trade demonstration, discuss the benefits and drawbacks of each system.

Ask the students which system they felt was the easiest and which was the most difficult.

Wrap-up discussion:

What challenges did each stage of currency try to solve?

How does modern money simplify trade compared to the barter system?

Why is currency important in today's global economy?

How do digital and cryptocurrencies represent the next phase in the evolution of money?

This activity will help students trace the journey of currency through history, understand its role as a medium of exchange, and introduce them to the diversity of global currencies.