



Elementary

Personal Finance Workbook

2026–2027

The Financial Scoop

Choose words from the **WORD BANK** to fill in the blanks of **THE STORY**.
Each word is only used once.

WORD BANK

Account	A place for you to keep money at a bank or credit union.
Bills	Money that you owe for things like utilities (water, heat, electricity, etc.) and debt.
Budget	A plan for how much you want to spend in different areas based on how much money you make.
Check	A signed document that tells a bank or credit union to give someone a specific amount of money from an account. Checks are cashed (traded for cash) or deposited at banks or credit unions.
Credit Card	A card you use to borrow money and make purchases up to a certain limit. You must pay the money back later with interest.
Debit Card	A card that takes money from your checking account at a bank or credit union to pay for something.
Deposit	When you put money into an account at a bank or credit union.
Teller	The person who works at a bank or credit union and helps customers with their accounts.

THE STORY

Allie jumped out of bed bright and early—even though it was a Saturday morning. Mom promised that if Allie helped with a few errands, they’d go to Charlie’s Ice Cream Parlor, and Allie couldn’t wait to dive into a three-layer chocolate sundae covered in sprinkles.

Mom laughed when she saw Allie bound down the stairs. "I have to pay a few _____ first," she said.

"Why?" Allie asked, her smile drooping.

"Well, I want the house to stay warm and the electricity to keep working," Mom said as she worked at the computer. "But, I have something for you while you wait." She passed Allie an envelope with her name on it.

Allie tore it open and read the card inside: "Happy birthday! We hope you'll save this for something big, like that game you said you wanted. Love, Grandma and Grandpa." Inside the card was

a _____ for \$50. "We have to go to the branch so that I can cash this," Allie said, waving the piece of paper at Mom.

Since Allie already had an _____ where she kept her money, it wouldn't take very long. Mom agreed that they could stop there while they were out.

The drive over was quick and there was no line inside, so they went right up to the _____ working at the counter. "I have a check," Allie said, lifting the piece of paper.

"Okay. Do you want to _____ it into your account or cash it?" the woman asked.

She would be so close to reaching her goal if she saved the money instead of spending it. "Deposit it please," Allie said with a smile. After that, Mom said she wanted Allie to be in charge of the money while they shopped.

While they walked the aisles of the first store, Mom explained, "I want to buy this shirt now but pay it off later."

Allie thought carefully and said, "Hmm...better use the _____."

At the second store, they used Mom's _____ because she wanted the money to come right from her checking account.

The grocery store was the most difficult. Mom explained to Allie that she made a family _____ that outlined how much they should spend on groceries for the week. That meant Allie had to think about how much everything she put in the cart cost.

Finally, they finished all the errands and it was time for ice cream. As Allie ate her sundae, Mom couldn't help but laugh. "I'm so proud of all the hard work you did today. You're a regular finance expert!"

Money Math

Dealing with money requires you to do some math. You need to know what each coin and dollar is worth. Using the information below, figure out how much money each of these equations would give you.

DOLLARS

Dollars are written as whole numbers, so 1 dollar is written \$1.00

- One dollar bill = \$1.00
- Five dollar bill = \$5.00
- Ten dollar bill = \$10.00
- Twenty dollar bill = \$20.00

CENTS

Cents are written as a decimal, so 1 cent is written \$0.01

- Penny = \$0.01
- Nickel = \$0.05
- Dime = \$0.10
- Quarter = \$0.25

ADDITION

Sample Problem

1 five dollar bill + 2 one dollar bills + 1 quarter + 2 dimes =
\$ 7.45

How to solve:

5.00	
1.00	
1.00	5.00
0.25	2.00
0.10	0.25
+ 0.10	or + 0.20
\$7.45	\$7.45

1. 1 ten dollar bill + 3 one dollar bills + 5 nickels + 10 pennies =
\$ _____

2. 2 five dollar bills + 2 one dollar bills + 2 quarters + 1 dime =
\$ _____

3. \$12.35 + \$5.00 + \$2.20 + \$0.10 =
\$ _____

4. \$50.00 + \$25.25 + \$0.12 + \$0.05 =
\$ _____

SUBTRACTION

1. \$60.00 - \$3.00 - \$0.25 - \$0.30 =
\$ _____

2. 5 ten dollar bills - 3 five dollar bills
- 3 quarters - 1 nickel =
\$ _____

3. 3 twenty dollar bills - 2 five dollar bills
- 4 dimes - 10 pennies =
\$ _____

4. \$40.02 - \$15.00 - \$0.25 - \$0.10 =
\$ _____

5. 6 ten dollar bills - 1 five dollar bill - 3 dimes
- 4 nickels =
\$ _____

BOTH

1. 1 twenty dollar bill - 1 ten dollar bill - 4 one
dollar bills + 4 dimes =
\$ _____

2. 5 ten dollar bills - 1 five dollar bill - 4 dimes
+ 20 pennies =
\$ _____

3. \$20.00 - \$5.50 + \$3.10 + \$0.20 =
\$ _____

4. 2 twenty dollar bills + 2 ten dollar bills
- 2 quarters - 1 dime =
\$ _____

5. 10 five dollar bills + 6 quarters - 4 dimes
- 1 nickel =
\$ _____

Paying with Cash and Making Change

Cut out the Banzai bucks and coins on page 14 and use them to help you decide how to pay for each item or how much change you'll get. Use the least amount of bills and coins possible.

Pay with exact change for each item listed below.

1. YO-YO



_____ dollars
_____ quarters
_____ dimes
_____ nickels
_____ pennies

3. BOUNCY BALL



_____ dollars
_____ quarters
_____ dimes
_____ nickels
_____ pennies

2. MATCHBOX CAR



_____ dollars
_____ quarters
_____ dimes
_____ nickels
_____ pennies

4. HAIRBRUSH



_____ dollars
_____ quarters
_____ dimes
_____ nickels
_____ pennies

Make change from \$1.

5. You pay with \$1 for a whistle that costs \$0.78.

_____ dollars _____ quarters _____ dimes _____ nickels _____ pennies

6. You pay \$1 for a pencil that costs \$0.35.

_____ dollars _____ quarters _____ dimes _____ nickels _____ pennies

7. You pay \$1 for chapstick that costs \$0.52.

_____ dollars _____ quarters _____ dimes _____ nickels _____ pennies

8. You pay \$1 for candy that costs \$0.24.

_____ dollars _____ quarters _____ dimes _____ nickels _____ pennies

Microeconomics

Microeconomics is, in part, the study of different things that help people decide what to do with their money, including these terms...

Availability: Whether something is possible to get or not.

Goals: A result a person is working toward.

Incentives: A bonus for choosing one option over another.

Personal Values: What someone thinks is important and impacts their choices.

Price: How expensive something is.

DECISION MAKING

Match the scenario on the right with the term that impacted it on the left by drawing a line connecting the two.

Availability

1. Anita bought a scooter instead of a bike because it was cheaper.

Goals

2. Diego put his money into a savings account instead of his piggy bank because his mom said she'd give him an extra \$5 if he did.

Incentives

3. Gabriel wanted chocolate milk, but the store was sold out, so he decided to buy orange juice instead.

Personal Values

4. Cristy ordered a salad instead of a hamburger for lunch because she's a vegetarian.

Price

5. Garret decided not to spend his money yet because he's trying to save up enough for a new basketball.

6. Which of these things do you think you consider most often when making decisions? Why?



Reading Challenge

Insurance

Insurance can help you pay for accidents and emergencies. There are lots of different types of insurance. Car insurance can pay to fix your car if you get in an accident, home insurance can pay for damage to your house, and health insurance can pay for a trip to the doctor if you get sick or hurt. If you don't have insurance, you'll pay for emergencies all by yourself.

You need to pay money to the insurance company every month for coverage. This is called your premium. Then, if you need to use the insurance—like if you get into an accident and need to get your car fixed—the insurance company pays for all or part of the cost.

1. What does insurance do?

2. What would happen if you didn't have insurance?

3. What kinds of things can insurance pay for?

4. What is the name of your monthly insurance payment?

5. What three types of insurance are mentioned?



Borrowing Money

If you want to buy something but don't have enough money for it, you can sometimes borrow the money you need from a bank, credit union, or somewhere else. Borrowing money is not free. The money is paid back in monthly payments that include interest. Interest is a percentage that you pay on top of returning what you borrowed. This means that when you borrow money, you end up paying more overall.

Two of the most common types of borrowing are loans and credit cards. People usually use loans when they want to buy something big, like a car or house. When someone takes out a loan, they borrow a large amount of money at once. Credit cards work a little differently. Instead of borrowing once, you borrow smaller amounts of money over and over again.

1. What are the two most common types of borrowing?

2. How are credit cards different from loans?

3. What do people usually use loans for?

4. What is interest?

5. If borrowing money often means you end up paying more overall, why do you think people still do it?

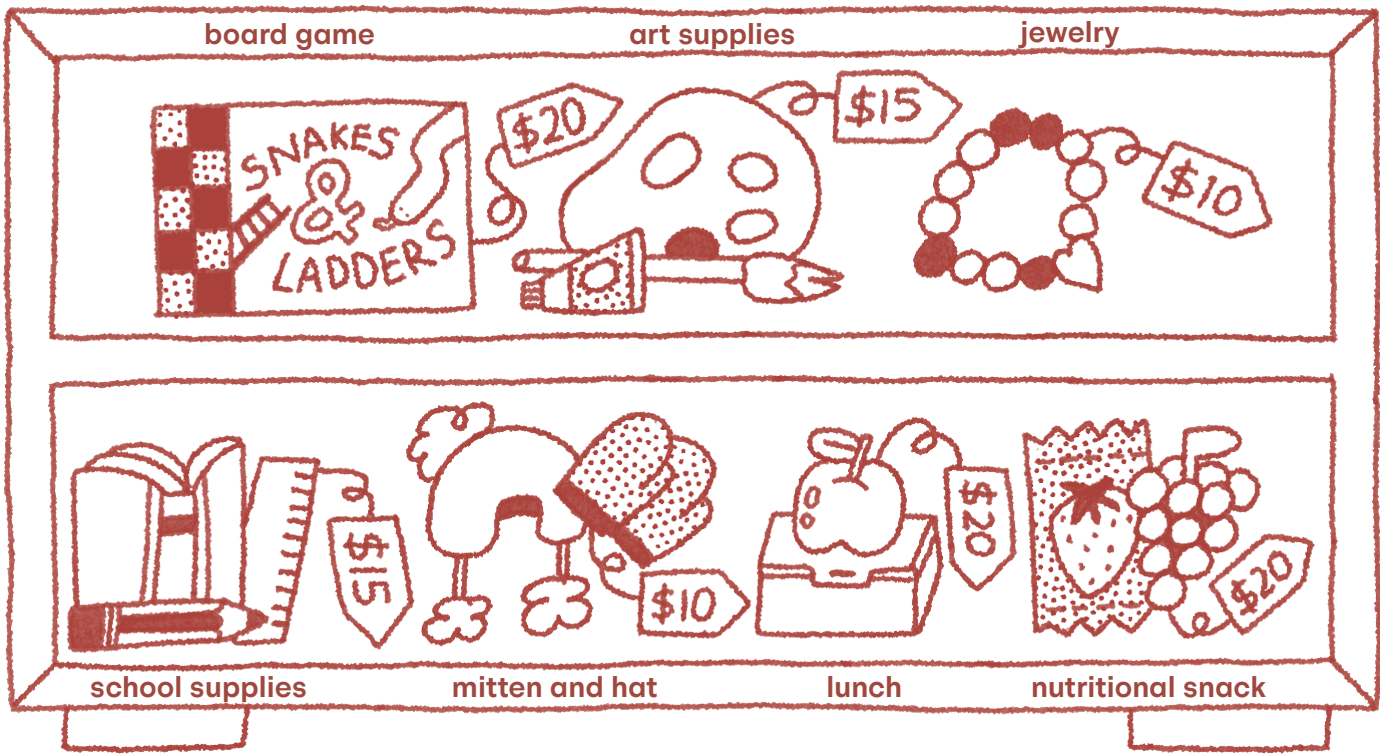
Wants and Needs

When planning to spend your money, you need to understand the differences between wants and needs. Let's practice budgeting with them in mind.

WANTS: Things that are nice to have or do, but that you can live without. Some wants may include toys, games, electronics, hobbies, and vacations.

NEEDS: Things that everyone has to have to survive and be healthy. A few needs include food, water, a place to live, clothing, and medicine.

Say your parents gave you \$60 to help you get ready for the first month of school. Out of the options below to spend it on, circle three needs.



1. Why is it important to know the difference between wants and needs?

On lines 2, 3, and 4, write down the needs you circled on the shelf and draw a picture of it in the box, then subtract the price of the needed item from your current total.

Once you know how much you have left, pick one of the other items on the shelf to buy as your want and finish your purchase.

2. Need #1: _____

\$ 60.00

(amount given)

− \$

(item price)

= \$

total

3. Need #2: _____

\$

(total from need #1)

− \$

(item price)

= \$

total

4. Need #3: _____

\$

(total from need #2)

− \$

(item price)

= \$

total

5. Want #1: _____

\$

(total from need #3)

− \$

(item price)

= \$

total

REMEMBER everyone's needs and wants are different. It's okay to want things you can't have now. While having what you want is fun, taking care of your needs first is super important.

Many things that you'll want to buy will require you to save up for them. Learning to set and keep savings goals is an essential skill.

A **long-term savings goal** takes months or even years—like saving up for a bike, a pet, or even college!

Key	Roll #1 (ITEM)	Roll #2 (AMOUNT)	Roll #3 (INCOME)	Roll #4 (FRAME)	Roll #5 (LOCATION)	Roll #6 (HELPER)
	bouncy castle	\$10	\$2 for chores	1 week	at home	my big sister
	family vacation	\$35	\$5 from my allowance	1 month	at a friend's house	my best friend
	new bike	\$60	\$10 from recycling	2 months	in the backyard	my dog
	bedroom makeover	\$100	\$15 from dog sitting	3 months	on a family trip	my teacher
	video game	\$250	\$0	6 months	at school	my parents
	talking robot	\$1,000	\$20 from my birthday	a whole year	in space	my grandma

Time to Save

Saving even small amounts of money really adds up over time. Let's say you want to save money for a school trip to the amusement park that costs \$75. For each month, add the new savings to the last month's total to see how much you can save by May.

SEPTEMBER

Last Month's Total: \$ 0.00
+ Month's Saving: \$10.00
Total: \$ 10.00

OCTOBER

Last Month's Total: \$10.00
+ Month's Saving: \$7.25
Total: \$ _____

NOVEMBER

Last Month's Total: \$ _____
+ Month's Saving: \$12.50
Total: \$ _____

DECEMBER

Last Month's Total: \$ _____
+ Month's Saving: \$6.30
Total: \$ _____

JANUARY

Last Month's Total: \$ _____
+ Month's Saving: \$14.65
Total: \$ _____

FEBRUARY

Last Month's Total: \$ _____
+ Month's Saving: \$7.75
Total: \$ _____

MARCH

Last Month's Total: \$ _____
+ Month's Saving: \$11.20
Total: \$ _____

APRIL

Last Month's Total: \$ _____ +
Month's Saving: \$9.40
Total: \$ _____

MAY

Last Month's Total: \$ _____
+ Month's Saving: \$8.95
Total: \$ _____

Total Saved: \$ _____

1. In which month will you reach your savings goal of \$75?

2. If you save more than you need, what could you use that money for?

Banzai Swap Instructions

Banzai swap is a wild trading game that's included on a separate page accompanying this workbook. If you are the first to collect enough cards, you win!

How to Set Up

Fold the sheet of cards along the dotted lines until you can safely tear them apart. Now that you have cards, put Bill and Evil Bill—the wild cards—aside for later. You should have seven cards in your hand.

How to Win

Be the first to fill your hand with one type of good, and yell “Banzai!” A good is a thing. It has value. A baseball card, a cup of lemonade—anything you can touch, trade, and buy—is a good. In Banzai Swap, you trade cards of one type of good for cards of another.

How to Play

Divide into groups of seven or more. If you have fewer than seven players, don't worry, you can still play. If you have five players, for example, use only five of the goods provided, and deal five cards to each player. There are no turns; everyone trades at once. Here's how to trade: Pick two cards (or one, or three, it doesn't matter) you want to trade, and say “Two.” Any player can yell “two” back at you. Trade cards with that player. Remember to do it blindly—don't show the cards before you trade! When you're ready to start, the oldest in the group yells “Go!” Everyone starts trading. It gets messy! The first person to get seven cards of a single good and yells “Banzai!” wins. That's it! To play again, shuffle the cards together and hand out seven to each player.

Playing Rounds

To make it even more interesting, play in rounds. As a group, decide how many rounds you will play. We suggest five. When you win a round, record the number shown on one of your cards. This is your score. If you win another round, add that number to your score. So, if you win with Sour Frazzles (40) and then again with the Pickaxe (120), your score will be 160. At the end of each round, shuffle the deck and hand them out again.

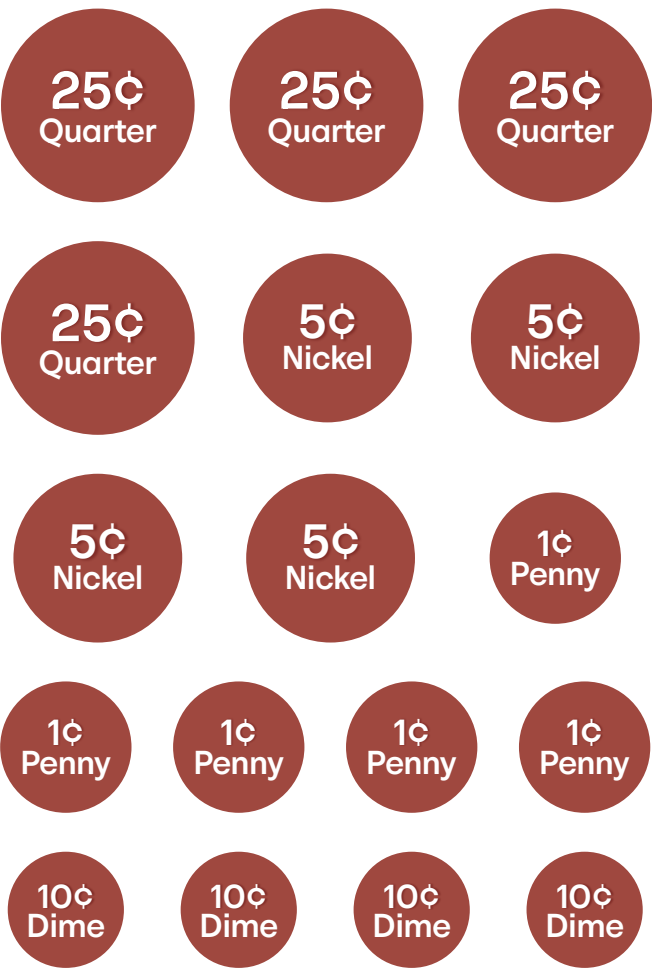
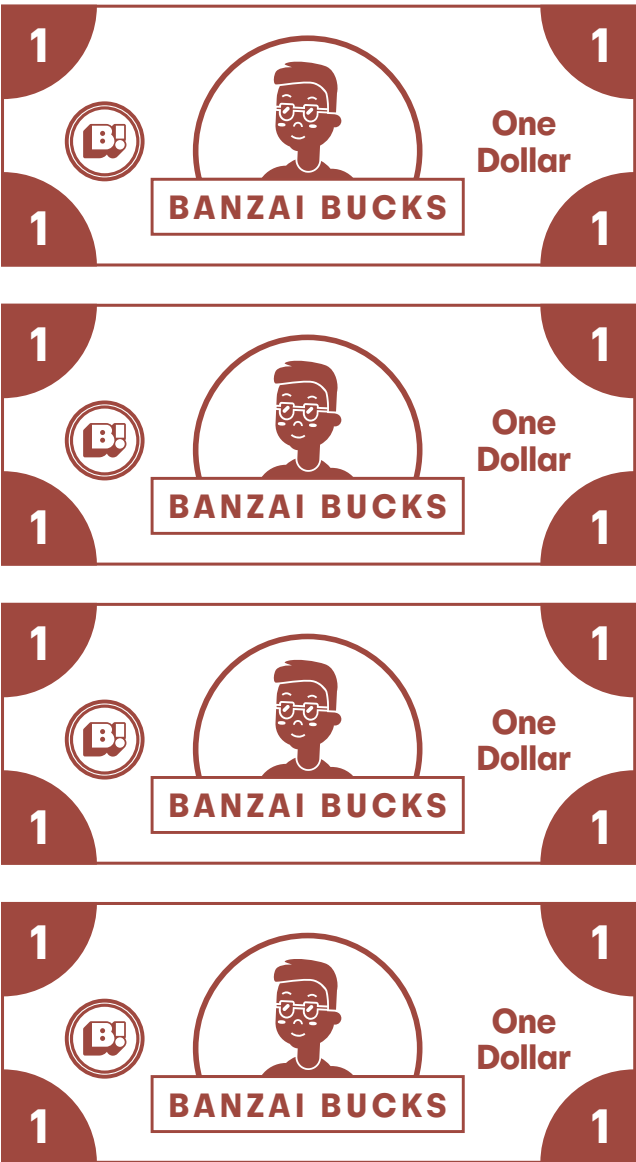
Wild Cards

You can also play with Bill and Evil Bill, the wilds. Each wild replaces any good. For example, collect six Lamps and Evil Bill to make seven Lamps. In your group, put one or two Bills and one or two Evil Bills in the deck. Never play with more than four wilds per group. We suggest using wilds after a couple rounds, once you have the hang of it. But be careful! If you're playing multiple rounds, Evil Bill will take all your previous points if you lose with him in your hand.

A Final Round

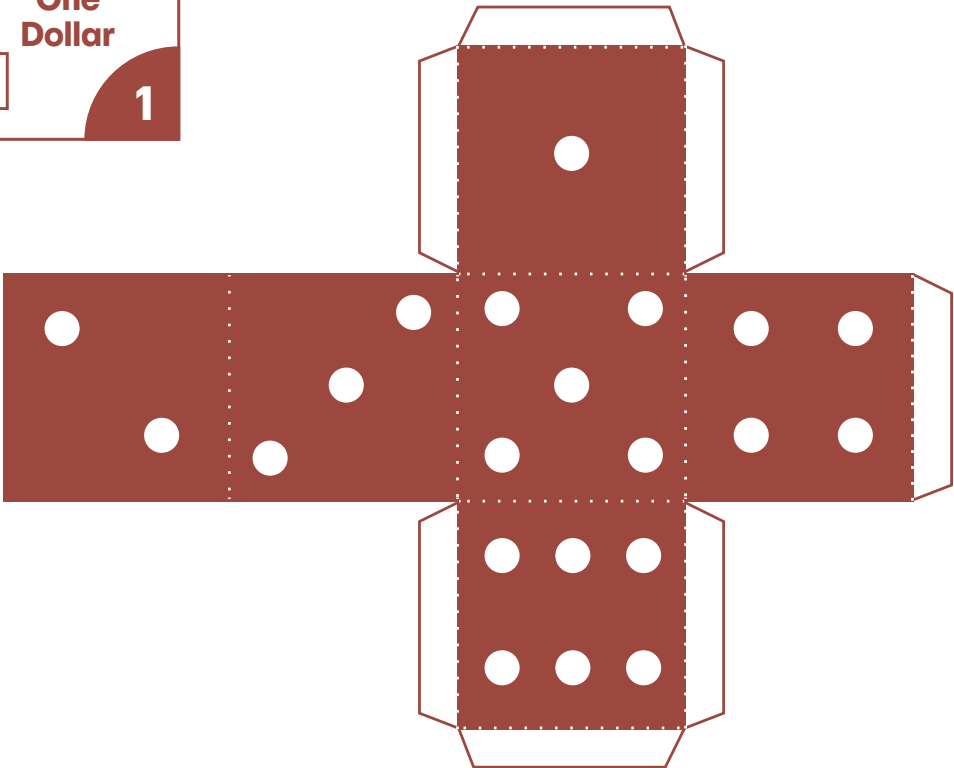
For a final, chaotic round, play together as a class. Get out of your groups and deal seven cards to everyone. At the end of the round, the player with the most points across all the rounds is the class winner!

1. Cut out this money to use with the activity on page 5.



2. Cut out and assemble this die to use with the activity on page 11.

Note: Cut on solid lines only. Fold the dotted lines and use tape on the white flaps.





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