Useful resources for life “Temporary name”

- The lecture will take place in a room where it’s possible to use a projector and a laptop.
- The lecture will last 90 minutes and it will be in English.
- Recommended age for the students is between 16 and 18 years old.

Things I will need:

Projector – My own laptop – Cards with services and products

Goals

1. Better decisions-making about:
    a. Personal Finance for youth
    b. Future Career prospects
2. Previous considerations about living on abroad

Structure

To introduce myself and the workshop

Energizer game: Trade exchange market

Students will be divided into two groups: first group will provide services and the second group will provide products. Students will receive an amount of cards with the number of products/services they can provide, and then students will start an exchange trade between products and services depending on the things they want or need. Number of cards exchanged in every trade will be determined by the individual decision of each student and the offer/demand law.

“Pablo’s insights: I will determinate a limited offer for services and products (number of cards per item) and it will be different for each other. The most valuable items barely have a small amount of cards and the less valuable items will be provided with a higher quantity with the objective to do different and competitive offers to get the most valuable things”.

Tips for personal financial management (Slides needed)

During approximately 10 minutes a lecture about personal finances will be explained with the goal to give some useful tips and advices about the proper management of the student’s money, to be coherent with the relation expenses/incomes and how to be responsible.

- Basics needs
- How much money to expend in the rent
- Emergencies are real
- Culture of savings (Japanese way)
- And so on….

“’I’m still thinking about which ones may be the best and useful topics to teach. Once they’re selected I will develop them”.

Time for participation

Plan A: Students will give me some examples or ideas about basic expenses, hobbies to spend money, and cases of emergencies. I will correct them if I think they miss something or they have made a mistake with any basic expenses.

In case students don't feel like participating….

Plan B: *"On its way".*

Team-game of budget management using the previous examples

The students will be divided into three /four groups. They are living in a context where each group lives together as a family or group of friends. Then, a different budget will be provided to each group (low-medium-high) budget.

Each group will have to decide which purchase decisions should take with a limited budget. Then, in the next rounds some changes may be applied: families change budgets, illnesses, changes in prices, change of apartment…

Students will need to adapt their economic situation each time than a change happens.

"Prices of the different budgets and items will be already decided regardless of the examples they have given in advance. The rounds will be already prepared and they will be gradual: one or two changes per round. The goal to achieve is the adaptation of the students with different economic situations and events, and the observation of their individual and group decisions".

At least 4 rounds will be played and the duration of the activity will be 25 minutes.

"An evaluation at the end may be needed?"

Tips for career prospects

This lecture will last approximately 10 minutes. I will give some tips about things to take into consideration regarding the first career decisions. Some good decisions in the beginning can be so important in the future of youth. It's not the same to choose a field of studies with jobs in your country or region than another field that you have to live, the entry requirements, language barriers or expected salaries.

Time for non-formal activity to apply new knowledge

"Windows is loading…. Wait please".

Tips for living on abroad

Youth people consider starting their studies and careers on abroad but sometimes they don't know what to do and the events don't happen how they expect. I want to give them useful tips for starting a life on abroad and what they can do.

- Entry country restrictions (VISA)
- Language barriers

- How to find a job and characteristics of the labour market: unemployment, salaries, quality of the part-time jobs
- Social context and financial and personal security
- Price of rent and living
- Wheatear!
- Options: Work-away, being volunteer, internships on abroad, international exchange programs…. (*this last point may be optional)*

Game of maps: Persona

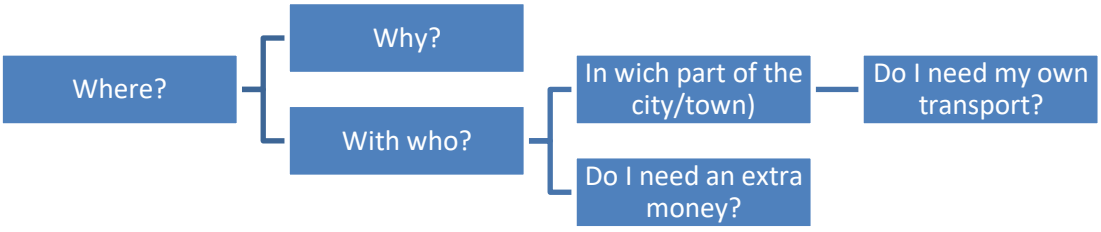
I'll develop the characteristics of several PERSONAS regarding likes and characteristics that polish youth usually have. Those characteristics are related with whished job, place to live, hobbies and topics I've explained before… Then, some countries with different characteristics will be highlighted and the students will have to choose the best place for the persona, but….. chan chan chan….. There won't be a perfect place for the personas and students will have to choose a place where not all the preferences can be reached. This game tries to explain the importance of making decisions and sacrifices.

"I'm still developing how to build the game: it may be in front of everyone and asking for volunteers or doing it in a small size and dividing the different personas and maps among group of students".

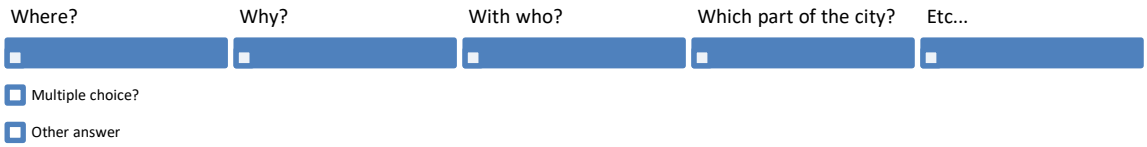
Evaluation

For the final evaluation I will give to every student a paper to choose a path of decision-making. The paper will already have questions which students should answer about the life they would like to do and the thinks they should take into consideration and think about.

Example1:



Example2:


Where?
Why?
With who?
Which part of the city?
Etc...
Multiple choice?
Other answer