



## Financial Literacy for Families

### Train the Trainer

### Module 6: Creating and using Digital Resources

Module 6:			
<b>Aim:</b>	Creating and using Digital Resources		
<b>Learning hours</b>	Contact time	Self-study	Notes
<b>Total hours:</b>	3 hours	2 hours	
<b>Learning Outcomes:</b>	<p>On successful completion of this module, participants will be able to:</p> <ul style="list-style-type: none"> <li>● Consider benefits and challenges of using digital resources</li> <li>● Explore a range of digital resources</li> </ul>		

## Module 6 Lesson Plan: Creating Digital Resources

Timing	Activity	Delivery Method	Resources	Notes
5 minutes	<p><b>Workshop Opening</b> The facilitator will welcome learners to the session and give a brief overview of the Learning outcomes (LO).</p> <p>Learners will be invited to discuss what they expect to achieve by completing this session.</p>	<p>Training venue with IT equipment, projector, and screen.</p> <p>Whiteboard and markers</p>	<p>PP 1 PP2- LOs</p> <p>PP3 –Visual Plan</p>	
10 minutes	<p><b>Warmer Activity 6.1 - Draw How you Feel</b> The facilitator will ask each participant to draw how they feel on a post-it note, or sheet of paper. Alternatively, the facilitator can ask participants to write one word of how they feel. This question can be general in terms of how there day is going.</p>	<p>Drawing a face</p> <p>If online – Use the white board</p>	<p>PP4- how do you feel?</p>	

	If online this can be completed on a whiteboard.			
15 minutes	<p><b>Activity M 6.2</b>  <b>Using Digital Resources</b></p> <p>The facilitator will pose the following question to the group:</p> <p>How and what digital resources could help individuals to upskill in financial literacy?</p> <p>The facilitator will further explore the impact of utilising digital software, platforms and learning materials within teaching settings.</p> <p>The facilitator can record answers on a flipchart.</p>	<p>F2F – use flip chart to collect ideas</p> <p>If online, online platforms such as <a href="https://padlet.com/">https://padlet.com/</a> can be used.</p>	PP 5-question	

<p>15 minutes</p>	<p><b>Creating Digital Resources</b></p> <p>The facilitator will explain to participants how they can create their own digital resources. The facilitator will explore the topics of creating:</p> <ul style="list-style-type: none"> <li>● A Quiz</li> <li>● A Video</li> <li>● A Digital Escape room</li> </ul> <p>The facilitator can opt to explore the platform links provided in the PowerPoint presentation if desired.</p> <p>When explaining how to make a Digital Escape Room, the facilitator can opt to show participants the following video:</p> <ul style="list-style-type: none"> <li>● <a href="https://www.youtube.com/watch?v=FdOCZaSWPiA">https://www.youtube.com/watch?v=FdOCZaSWPiA</a></li> </ul>	<p>Collaboration &amp; Practice.</p>	<p>PP 6 – creating digital resource - a quiz</p> <p>PP7 – a video</p>	
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<p>10 minutes</p>	<p><b>Digital Resources – Digital Learning Models, Accelerator and Benefits</b>          Participants are asked what digital learning resources they tend to use in training sessions. The facilitator will engage in a brief group discussion with participants.</p> <p>Afterwards, the facilitator will identify possible links to topics in PP7 ad 8 including blended, personalised, and collaborative learning experiences and benefits of digital</p>	<p>If online, online platforms such as</p>	<p>PP 8 - learning models</p> <p>and PP 9 – digital resources as an accelerator</p> <p>and PP10 – Benefits of digital learning</p>	
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<p>10 minutes</p>	<p><b>Activity 6.3</b>  <b>The Challenges associated with digital resources</b>          The facilitator will ask the participants to identify barriers that could hinder using digital resources and non-traditional learning methods.</p> <p>The facilitator can ask participants at random to describe a barrier they may have faced/could face when implementing digital resources in learning environments. Participants will be invited to focus on utilising digital resources in both online and offline settings.</p> <p>The facilitator will suggest challenges associated with Digital Adaptation on PP 13.</p>		<p>PP 11 - introduces challenges</p> <p>PP 12 – Question-what challenges?</p> <p>PP 13- Suggested responses</p>	
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<p>10 minutes</p>	<p><b>Activity M6.4</b>  <b>Types of Digital Learning Resources - Introducing an Escape Room</b></p> <p>Participants will be asked to name digital learning resources that could be used to teach financial literacy and record answers on a flipchart.</p> <p>The facilitator will then show the group one of the <i>Money Matters</i> Digital Escape Room and encourage the group to work through one of them.</p> <p>Get feedback from the participants on what they think about the room, content etc. How might this escape room contribute to their working with families.</p>		<p>PP 14 – question</p> <p>and link to an Escape room</p>	
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10 minutes	<b>Break</b>		PP 15	
30 mins	<p><b>M6.5 Creating you own escape room</b> Ask participants to work in small group to create an escape room, with three challenges.</p> <p>PP16 has links to guidelines for using google forms for developing the escape room.</p> <p>PP17 is instructions for the group.</p>		<p>PP16- Creating an escape room using google forms- Youtube link to guidelines</p> <p>PP 17- Task Instructions</p>	Each group will need a computer to create their room.
30 mins	<p><b>M6.6 Looking at the Money Matters App</b></p> <p>The facilitator will also demonstrate and discuss the <i>Money Matters</i> app and explain its function.</p>		PP 18	

	<p>This is a digital resource that explores financial vocabulary, saving plans and budgeting</p> <p>Download the app onto your phone.</p>			
20 minutes	<p><b>An overview of the Money Matters Digital Resources</b></p> <p>The facilitator will provide the group with an overview of the digital learning materials from the Money Matters project ask the participants</p> <p>How might they integrate their own, and the Money Matters resources with your learners?</p>		PP 19	
10 minutes	<p><b>Considerations</b></p> <p>Participants can be asked to discuss how they will implement digital resources in their training</p>		PP20	

	<p>sessions. This feedback session can work to offer collaborative ideas between participants.</p>			
5 minutes	<p><b>Summary:</b></p> <p><b>Self Study tasks:</b></p> <ul style="list-style-type: none"> <li>- Have a go at creating your own digital learning resources – an online quiz, wordsearch or escape room.</li> <li>- Go online to the Money Matters Financial Literacy Library to complete the Digital Badges for Module 6.</li> <li>- A final training survey will be sent to you to complete.</li> </ul> <p><b>Thank you</b></p>	<p><i>Feedback survey to be emailed to participants.</i></p>	<p>PP 21</p> <p>PP22</p>	
Duration	180 minutes			

	Additional Reading and activities
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