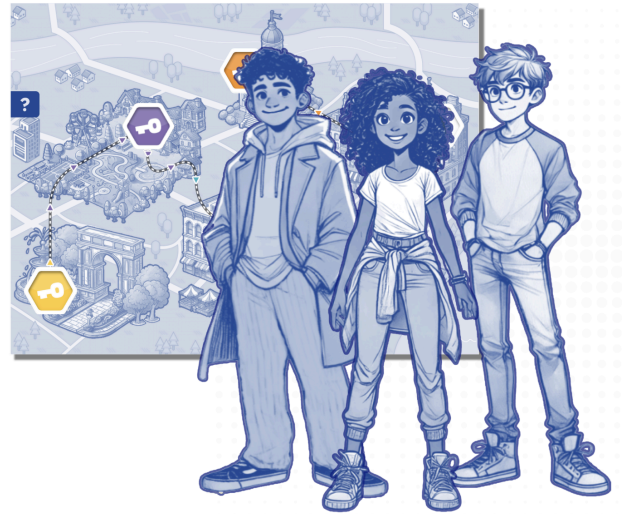


Overview Guide

Footsteps2Brilliance Financial Literacy is a cross-curricular program that builds **reading, writing, and math skills** alongside **financial literacy** and **career readiness**. The following guide offers a quick overview to help you get started.



Program at a Glance

Target Grade Levels

Upper Elementary (Grades 4–5) and Middle School (Grades 6–8)

Instructional Fit

Core ELA supplement; social studies, electives, and career readiness courses; summer learning; before- and after-school programs; reading intervention blocks; bilingual English/Spanish programs

Program Highlights

- Bilingual English/Spanish books and games
- AI Writing Coach
- Interactive graphic novel adventure games

Student Outcomes

Strengthens reading comprehension, reading stamina, vocabulary, writing, money math, financial literacy, and 21st-century skills

Time Commitment

45 minutes per week of self-paced student learning; with optional classroom lessons and projects

Core Components

Self-paced student curriculum with real-time teacher reports

Optional Extensions

Teacher lesson plans, lesson slides, projects, and extra books and activities for additional reading and writing practice

Skills Taught

Financial Literacy Objectives

1. **Earn Confidently:** Learn how building skills, knowledge and experience can increase your opportunities to earn money.
2. **Spend Wisely:** Practice making money choices that fit your needs and values.
3. **Save Purposefully:** Set goals and save money to reach them.
4. **Grow Your Money:** Learn how to make your money work for you through smart investments.
5. **Protect Your Future:** Recognize financial risks and learn to avoid or protect against them.
6. **Share Generously:** Discover how sharing your knowledge, skills, and money can benefit you and those around you.

ELA Objectives

Reading Comprehension:

- Central or main idea and details
- Close reading of informational and literary text
- Complex texts and comprehension strategies
- Diverse media and formats
- Perspective, point of view, and purpose
- Persuasive texts
- Relationships and interactions in text
- Structure of Informational and literary text
- Themes and details in literature

Language

- Specialized and academic vocabulary
- Meaning of words in narrative and informational text
- Figurative language
- Impact of word choice on mood, tone, or voice

Writing

- Clarity and organization
- Revision and editing
- Explanatory or informational writing
- Persuasive writing
- Narrative writing

Math Objectives

- Calculate amount by counting bills and coins
- Calculate change
- Add dollars and cents as multidigit whole numbers with decimals
- Calculate earnings by multiplying hours worked by hourly pay rate
- Count inventory by multiplying and adding
- Use math skills on the job by dividing a 2 or 3-digit number into equal portions
- Set a budgeting goal and transfer funds toward that goal

21st Century Skills

Students practice and earn rewards for demonstrating **The Four Cs**:

- Critical Thinking and problem solving
- Creativity and innovation
- Collaboration and kindness
- Communication

Sequence at a Glance

The self-paced curriculum guides students through a spiraling sequence of learning. For more details on each book lesson and interactive graphic-novel adventure, see the *Scope and Sequence* guide.



Introduction

- **Adventure:** Intro with Mayor Ace
- **Assessment:** Show What You Know



Unit 1: Earn It!

Objective: Learn how money is earned, how jobs match personal skills and interests, and how income is used to support personal goals and the community.

Books:

1. What Is Money?
2. Pathways to Payday
3. Seeds to Skateboards
4. Andre's Paycheck Puzzle

Adventure: Career Week

- Main character: Zuri
- Explore careers, income types, and savings goals.



Unit 2: Spend and Save It!

Objective: Learn how opportunity costs, values, peer pressure, and advertising shape spending choices, and how payment methods and credit affect money management.

Books:

1. Which Would You Choose?
2. Maya's Missing Money
3. The Savvy Shopper's Guide to Smart Spending
4. Ways to Pay

Adventure: New Job

- Main character: Kip
- Start a new job, earn paychecks, budget wisely, and learn essential work skills.



Unit 3: Grow and Protect It!

Objective: Learn how saving and investing grow money, how planning and values guide choices, and how credit and insurance protect against risks.

Books:

- A Trip to the Bank
- The Birthday Bash
- Amina's Doubling Dollar
- Managing Risks

Adventure: Start-Up

- Main character: Rafa
- Learn entrepreneurship by investing, managing profits, and growing a business.



Ending


- **Adventure:** Ending with Min
- **Assessment:** Show What You Learned

Quick Launch Checklist

1. Log into Footsteps2Brilliance Central.



2. Set up students.

- Click **Class Management**.
- Check your class roster on the **Student List** tab.
- Set **Financial Literacy**  active on the **Curriculum** tab.

Demo Teacher's class (2025-26 school year)
4 students | Grade: Kindergarten | Class Type: Homeroom

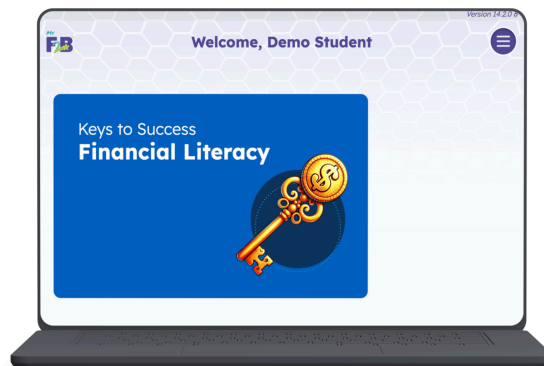
STUDENT LIST CURRICULUM PARENT LIST TEACHERS CLASS SETTINGS

Add Student Student Roster Student Cards Parent Letters

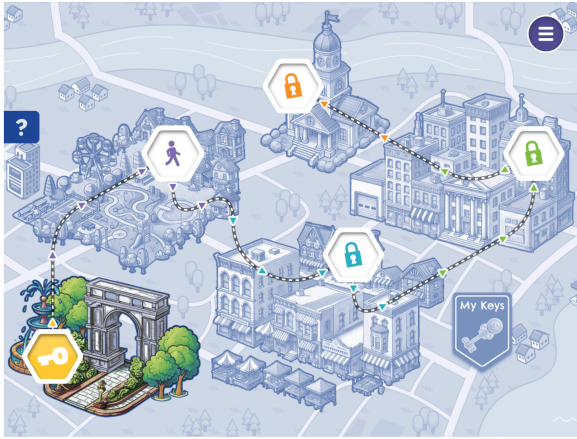
FIRST NAME	LAST NAME	STUDENT ID	DATE OF BIRTH	SUPER SECRET CODE					
Betty	Bumttee	5432190	10/14/2012						
Cabo	Cat	654321	09/09/2019						
Helen	Hippo	4571	03/15/2011						
Millie	Mouse	matelstudent	01/01/2017						

3. Schedule 45 minutes per week of self-paced learning.

- Students go to myf2b.com or they can use the **MyF2B app** on a tablet.
- They log in with their Student ID, Google, or Clever account.
- They click “Financial Literacy: Keys to Success” to get started.



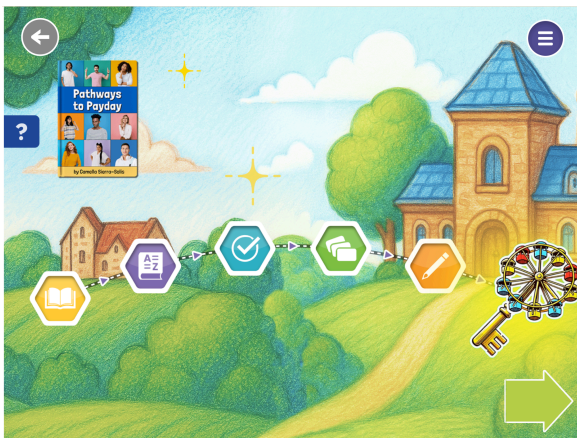
Student Experience



Program Navigation

The self-paced navigation is presented as a map. As students complete and master content, the map changes color and new sections are unlocked.

Each district on the map presents a combination of book lessons and one adventure game.



Bilingual Book Lessons

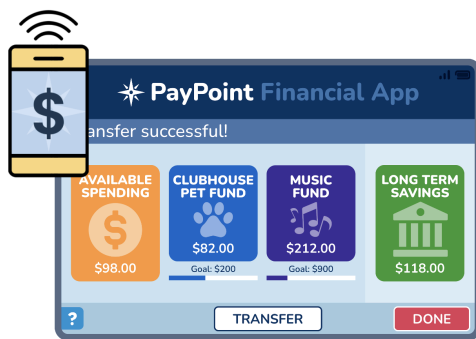
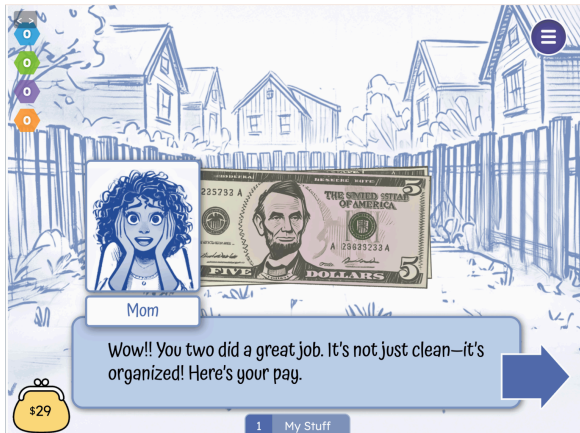
Students **build background knowledge and vocabulary** in bilingual book lessons. Each lesson includes a combination of activities that students can complete in any order. Students earn a key for each book lesson they complete.

Book: Engaging narrative and non-fiction books teach key financial concepts and terms. Audio support, interactive glossary and built-in comprehension checks scaffold student learning.

Games: Vocabulary activities, comprehension quizzes, and concept-application games reinforce learning (80% mastery required; multiple attempts allowed).

AI Writing Coach: Students synthesize their learning by writing to a prompt. An AI coach scores each attempt on a rubric and provides personalized feedback. Students can submit up to three attempts. Animations and sound effects celebrate student improvement — making writing and revising into a game.





Interactive Graphic Novel Adventures

Students apply financial literacy and life skills in graphic-novel choose-your-own adventure games. These branching path stories present choices for dialogue, actions, earning, spending and saving. As students make choices, they shape the outcome of the story.

In addition to story choices, the gaming features include:

- **Wallet:** Students earn, spend, and save in real time with their wallet.
- **Banking App:** Students earn, spend, and learn to create and manage savings plans in a simplified banking app.
- **Inventory:** The “My Stuff” tab presents the items students buy and collect throughout the story.
- **Points:** Choices impact a point system that tracks life skills (responsibility, determination, kindness) or career-readiness skills (reliability, communication, problem-solving), depending on the storyline.
- **Minigames:** As they progress through the story, students play minigames that reinforce financial skills such as money math, budgeting, and decision-making.

Each storyline is designed to take several sessions to complete. Students can **replay** to explore choices and consequences.

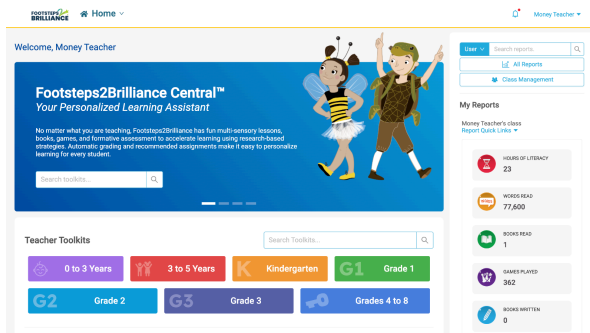
Teacher Experience

Teacher Role

A teacher's role in **F2B Financial Literacy** is simple and flexible. Once the weekly schedule is established, teachers will simply:

- **Monitor progress** – Use real-time reports to track student time and proficiency.
- **Extend learning as desired** – Optional lesson plans help teachers to introduce topics, lead discussions, and deepen understanding.

Teacher Tools



Footsteps2Brilliance Central

This is your one-stop hub for everything needed to guide and extend learning.

- Bilingual Book Resources
- Student Experience
- Reports



Bilingual Book Resources

Access book previews, lesson plans, and lesson slides for whole- and small-group instruction, and six extra book lessons for extended learning.

Each **F2B Financial Literacy** book includes ready-to-use **lesson plans, slides, and related printables** in English and Spanish.

Teachers can also preview the book and games. The same books and activities also appear in the student's self-paced map, ensuring consistency between independent and teacher-led learning.



Explore the Student Experience

Teachers can preview the curriculum just as students will see it. Open **Financial Literacy: Keys to Success**.

Use the following tools to support exploration:

? Question Mark Button

Click the question mark to reveal the labels on the map.

🍏 Teacher Options

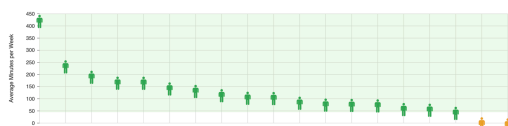
The menu includes a **Teacher** button that provides options to

- Unlock the path
- Reset or delete your progress
- Enter demo mode so that you can skip chapters in an adventure

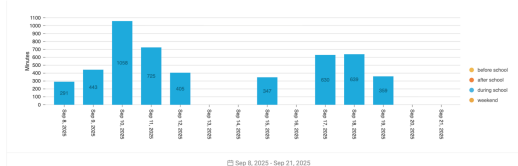
Reports

In Footsteps2Brilliance Central, the My Reports panel provides quick access to real-time data on student time and proficiency.

Average minutes per week (Goal: 45+ min)



Home and School Use



Usage Summary Report

Report Levels: Class and individual student reports

Purpose: Monitor student average weekly usage.

What to look for: Time in the program is sufficient for student progress.

Action: Provide sufficient time.

Benjamin Moore Final Score: 100% Submitted: Feb 22, 2025 Completion Time: 24 min 15 sec

Writing - Seeds to Skateboards
Prompt: Imagine you want to start a business selling something you make or providing a service. Describe your business idea. What will you sell? Who are your customers? How will you use what you've learned to make your business successful?

Attempt 1 Attempt 2

My Business Plan

I'm interested in working for a company that requires coding skills because I am good at coding. I want to code games which a company can create like Mojang does. I enjoy Minecraft because it allows me to choose different settings, such as peaceful, creative, survival. I like the settings is because depending on how you feel you can play aggressively or not. For example if you want to fight mobs you can or if you don't want to fight mobs you don't. Coders have to be clear about what they are doing, for example, they have to be good writers and make sure all mobs are doing what they are

Rubric Scores

Introduce your idea for making money.	3/3
Describe the goods you will sell or the service you will do.	3/3
Identify what kinds of people will buy your goods or need your services.	3/3
Explain how you could use your skills, knowledge, and experience to make your business successful.	3/3
Follow the writing rules and check your spelling.	3/3

Writing Coach Feedback

You did a great job explaining your idea! You could add more details about how you will help your customers or what makes your store special. Also, remember to use hyphens in "hard-to-do!"

Writing Portfolio

Report Levels: Class and individual student reports

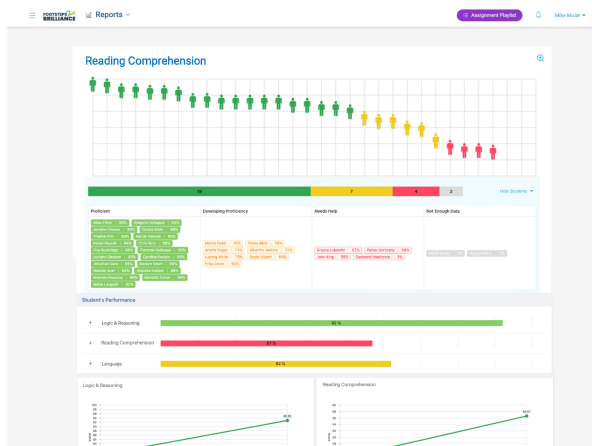
Purpose: Portfolio of authentic student work

What to look for: (Click the preview to view the student's writing and AI scoring)

- Students are doing their best work
- Students are achieving grade-level writing expectations

Actions:

- Remind students to do their best.
- Showcase and celebrate high-quality writing from the portfolio.
- Identify patterns to inform writing instruction.



Proficiency Reports

Report Levels: District, school, class, student

Purpose: Inform flexible class grouping based on proficiency levels

What to look for:

- Drill into domains to view subdomains and skills
- Identify how to group students based on skill and domain proficiency

Action: Use lesson plans or extra books to address shared areas of difficulty.