

Grade 6 – PLOs Which Could be Taught Using the “Make it Count” Resource

LANGUAGE ARTS	
B4 demonstrate comprehension of visual texts with specialized features (e.g., visual components of media such as magazines, newspapers, web sites, comic books, broadcast media, videos, advertising, and promotional materials)	At your Financial Institution
HEALTH & CAREER	
A1 describe planning techniques that can help to support goal attainment (e.g., time management, setting priorities, considering costs and resources)	Money, Budgeting, Setting Goals, Earning Money, At the Shopping Mall, On the Town, On the Road, Around the House, Recreational Spending, Planning a Party, On Vacation
A2 identify influences on goal setting and decision making, including family, peer, and media influences	Money, Budgeting, Setting Goals, At your Financial Institution, At the Shopping Mall, On the Town, On the Road, Around the House, Recreational Spending, Planning a Party, On Vacation
B1 relate personal attributes to various types of work	Earning Money lesson
B2 describe transferable skills that are developed through school and recreational activities (e.g., teamwork, organization, creativity)	Setting Goals, Earning Money, Giving Back, Party, On Vacation
C5 assess the influence that peers have on individuals’ attitudes and behaviour	Setting Goals, At the Shopping Mall, Recreational Spending
C14 describe the potential consequences for themselves and others if they use tobacco, alcohol, or other drugs (e.g., altered judgment and decision making, addiction, potential harm to fetus)	

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MATHEMATICS	
<p>A1 demonstrate an understanding of place value for numbers</p> <ul style="list-style-type: none"> - greater than one million - less than one thousandth <p>[C, CN, R, T]</p>	<p>Ideal are: On the Town and At a Restaurant. Others are good too: Money, Budgeting, Setting Goals ('how much \$ you're putting away'), Earning Money, At the Supermarket, Around the House, Giving Back, Recreational Spending, Planning a Party, On Vacation</p>
<p>A6 demonstrate an understanding of percent (limited to whole numbers) concretely, pictorially, and symbolically [C, CN, PS, R, V]</p>	
<p>A7 demonstrate an understanding of integers, concretely, pictorially, and symbolically [C, CN, R, V]</p>	
<p>D1 create, label, and interpret line graphs to draw conclusions [C, CN, PS, R, V]</p>	<p>On Vacation, Party, Giving Back</p>
<p>D4 demonstrate an understanding of probability by</p> <ul style="list-style-type: none"> - identifying all possible outcomes of a probability experiment - differentiating between experimental and theoretical probability - determining the theoretical probability of outcomes in a probability experiment - determining the experimental probability of outcomes in a probability experiment - comparing experimental results with the theoretical probability for an experiment <p>[C, ME, PS, T]</p>	<p>Another resource, the video of “Making Money with Major Munchy – Explorations in Probability” has been used by some of the pilot group teachers. Check with your school and/or district to obtain a copy, if available.</p>

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SOCIAL STUDIES	
A1 apply critical thinking skills – including comparing, classifying, inferring, imagining, verifying, identifying relationships, summarizing, and drawing conclusions – to a range of problems and issues	Budgeting, Setting Goals, Earning Money, At your Financial Institution, First Cell Phone, At the Restaurant, On Vacation, Frauds and Scams
A2 interpret graphs, tables, aerial photos, and various types of maps	On Vacation
A3 evaluate the credibility and reliability of selected sources	Setting Goals, Giving Back, On Vacation
A4 deliver a formal presentation	All lessons from Make it Count apply
A5 implement a plan of action to address a selected local or global problem or issue	Budgeting, Setting Goals, Giving Back
B2 compare Canadian society with the society of another country	Earning Money, Around the House
C5 describe the role of Canada in the world	Money, Setting Goals, Giving Back, Frauds & Scams
D1 describe the importance of trade for BC and Canada	Earning Money, At the Shopping Mall
D4 compare Canada’s economy, technology, and quality of life with those in one or more selected countries	Money, At the Shopping Mall, Giving Back, Recreational Spending