Innovative Ways to Help Teens and Youth Get Smart About Credit

Sponsored by: Ally Financial, Citi, U.S. Bank, and Wells Fargo





Housekeeping



- Slides will advance automatically
- Everyone is in listen only mode
- Recording will be available within a week
- Submit questions through the Q&A Chat Box



Staff Contact

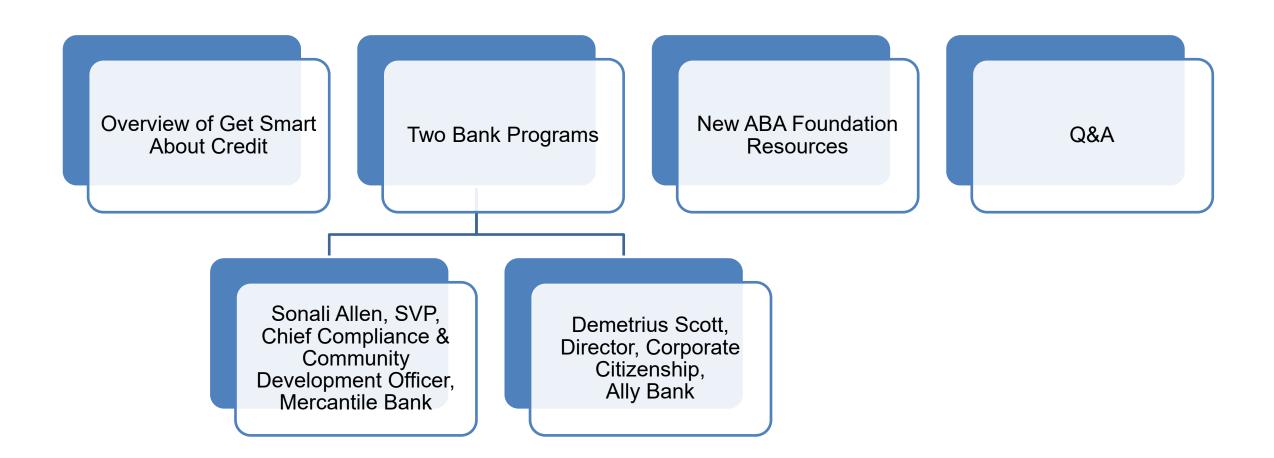


- Sam Kunjukunju
- Senior Director, Bank Community Engagement
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Agenda







Get Smart



Banker-driven, financial education awareness campaign

Target audience: ages 13-22

ABA Foundation Resources

- Lessons plans
- Careers in banking information
- Spanish translations
- Tools for virtual environments
- Videos and outreach

Celebrating 20 years

- Annual event held third Thursday in October
- Raise awareness anytime





GVSU TRIO Program

Sonali Allen

Mercantile Bank®

- Based in Grand Rapids, Michigan
- Approximately \$5.2 billion in assets
- 46 Banking Offices
- 300+ financial education classes per year



Mercantile Bank®

- Upward Bound Programs provide support to participants in their preparation for college.
- Upward Bound serves low-income high school students who would be first generation college students.
- Goal of Upward Bound is to increase the rate at which participants complete secondary education and enroll in postsecondary education.
- GVSU TRIO program serves 100 high students in grades 9-12 at two high schools in Grand Rapids, MI.
- 95% of students are Black and Hispanic.





WHY

- Black and Hispanic families are less likely to own financial assets like a home and retirement accounts.
- Typical white family owned about \$184,000 in family wealth and a typical Black family owned \$23,000 and a Hispanic family \$38,000.
- Black and Hispanic families have less in emergency savings.
- Only 10% of Hispanic families and 14% of Black families have enough savings to cover six months of expenses compared to 36% of white families.
- Black and Hispanic families are more likely to struggle with short-term, month-to-month finances and spend more time thinking about financial problems.
- Financial literacy tends to be significantly lower among Black and Hispanic families relative to white families at all education levels.
- o 13% of Black households and 9% of Hispanic are unbanked.
- 27% of Black households and 21% of Hispanic households are underbanked.





Money Smart For Young Adults

Workshops

9th and 10th grade Savings, Budgeting and Goal Setting

11th and 12th grade Credit & Borrowing Basics

Financial Literacy workshops taught via Zoom platform









Job Shadow and Banking Career Day



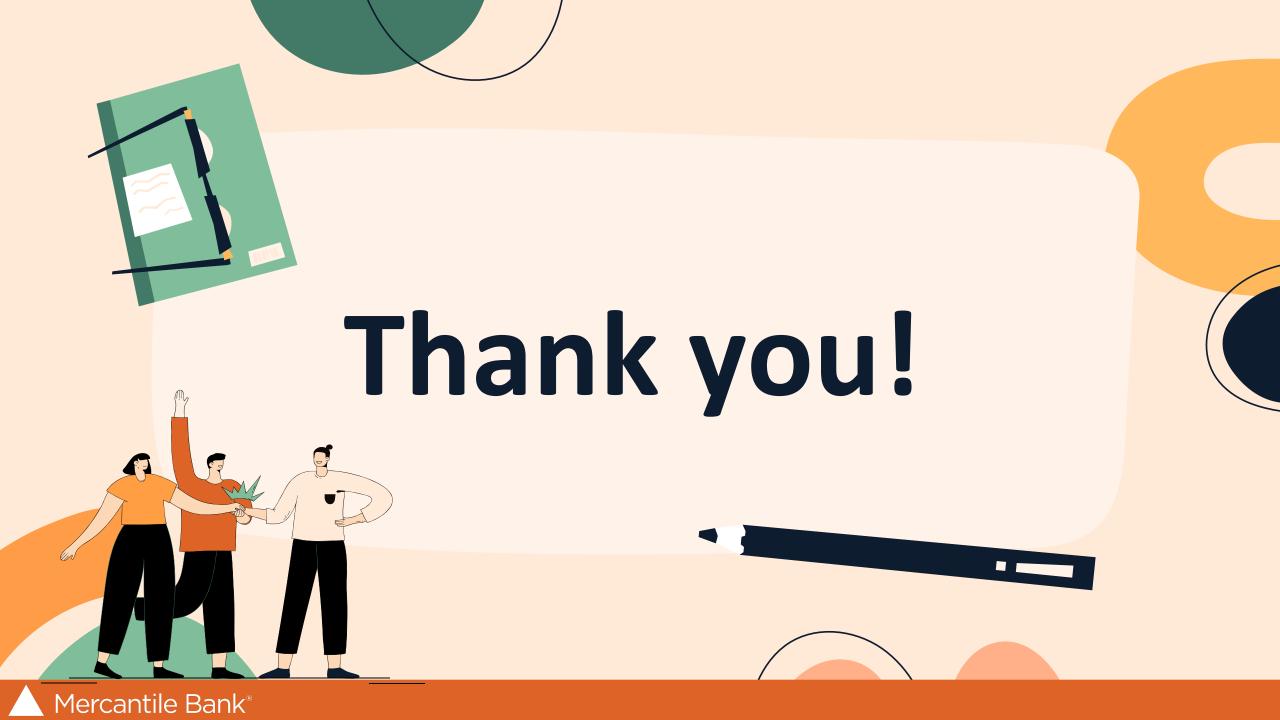


TRIO students visit Mercantile Bank for one day during the summer TRIO program. Different banking career options are presented to the students and the students get to interact with bank employees. Bank employees present information on their careers, including college majors, why they selected banking as a career. Students get to have lunch with bank employees and get a tour of the bank.

Savings Match Program

- Students receive a monthly stipend for participating in TRIO from U.S. Department of Education.
- Mercantile Bank has committed \$10,000 for a savings match program.
- Students' savings from monthly stipend are matched 1:1.
- Students must provide a copy of their savings each month.





Contact Info

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Get Smart About Credit Webinar

Presented By: Demetrius Scott Director, Corporate Citizenship

ally financial education programming.



Elementary School Adventures with Money

- Planet Zeee and the Money Tree & "What's Zeee Answer" Game
- Emma and the CosmoPhone & "What's Zeee Answer" Game
- Augmented Reality component to reinforce learnings

Middle School

Fintropolis

- Financial Education taught through gamification
- Offering both a retail and EDU. Version
- Stand-alone curriculum developed using FDIC materials that can be taught by Ally volunteers and distributed to educators

High School

College/Adult Wallet Wise

- Ally Wallet Wise is a free financial education program to help teach consumers the basics of a variety of finance topics
- Wallet Wise is available online and through live sessions hosted by Ally employees and affiliates





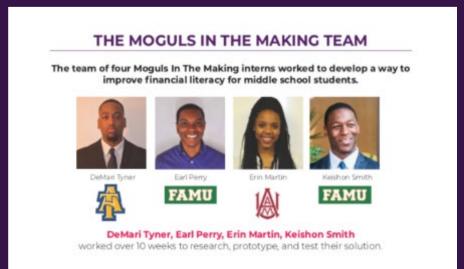






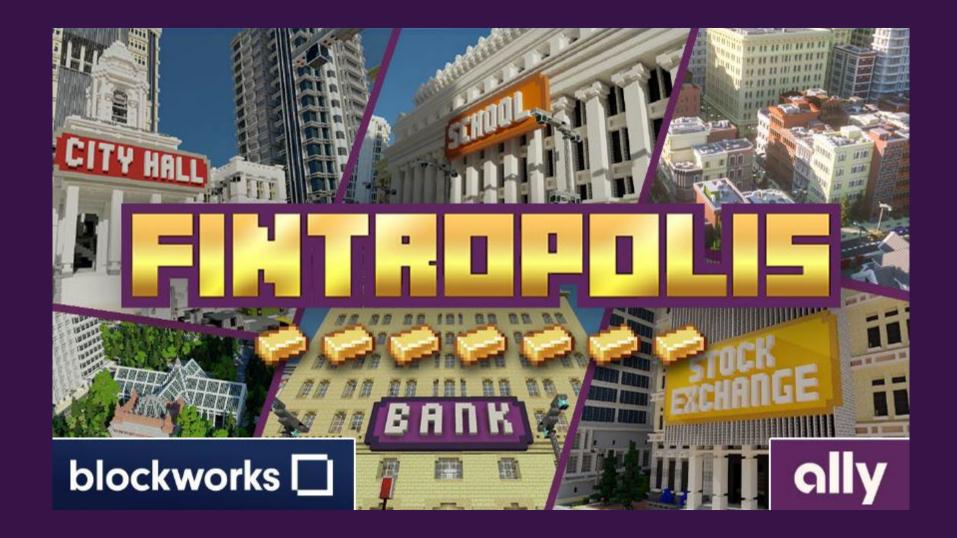
ally & minecraft.

- concept created by 4 "Moguls in the Making Interns at TM Studio
- minecraft Education Edition (school distribution) and Retail (home distribution) versions of the game are available for free download
- education edition has 11 financial education lesson plans to support





game trailer.





game objectives.

expansive city with several key points of interest: school, city hall, mall, bank, police station, stock exchange, metro, various houses



career & job opportunities.

Visit a career fair and find out the skills and experience needed for different jobs.



credit & debt.

Get a mortgage and learn about taking on good and bad



tax time!

Meet the mayor at city hall where you'll learn how taxes work



investing.

Head to the stock exchange and learn about investment growth and risk by developing a stock portfolio.



cash flow & budgeting.

Open an account at the bank and find out about the value of budgeting.



identity protection.

Learn what it means to have your identity stolen, what to do about it, and ways to avoid it.



education version.

Lesson Plan

My Notes

Learning Objectives

- Identify and assess the skills and experience needed for a variety of careers
- · Understand the role of taxes and examples of how they are used
- · Explain the purpose and value of budgeting
- Identify and explain needs and wants and consider their role in decision making
- Understand and explain the importance of saving money
- Understand how to build your credit and avoid practices that may hurt yours
- Discuss good and bad examples of debt
- Understand what identity theft is, why someone would do it, and how to prevent
- Understand investment growth, loss, reward, and risk by developing and tracking a stock portfolio

Guiding Ideas

This lesson plan consists of a Minecraft world where students will explore the city at their own pace, gaining familiarity of financial concepts in an engaging way through various activities. The NPCs (non-playable characters) guide the player through the world and activities, therefore no background is required. To earn money, students are rewarded by completing gameplay activities. Throughout the game, students will make decisions based on spending and saving, with the goal of purchasing and furnishing various levels of houses in the city.

Under the "supporting files" tab, you will find easy to follow lesson plans that go into greater detail on various financial literacy concepts. These comprehensive lessons are complete with activities, worksheets, and teacher resources that will walk you through how to teach each lesson in the classroom prior to playing the game. The lessons can be taught independently or together as the full curriculum, and with or without Minecraft gameplay.



Download Assets



Share or Assign



Print Lesson

Skills

- Citizenship
- Critical Thinking
- Project Based Learning

External References

Minecraft World

Fintropolis Minecraft World file

Supporting Files



Lesson Plans

Financial Education Lesson Plans



fintropolis for the classroom.





























career and job opportunities.



Information from NPCs



Game Activities



Learning Objectives

Visit **School**;

Provides details on 6 different career fields

- Brief background
 - Skills needed
- Career/job available



Choose a career
Take quiz regarding career
choice via Minecart
Earn first paycheck
Prompted to take
paycheck and meet the

Mayor at City Hall



In this lesson, students will understand:

- What is a career?
- Job choice within each career field
- Certain skills are needed for different careers (and able to provide examples)
 - Some careers require additional education/training





cash flow and budgeting



Information from NPCs



Game Activities



Learning Objectives

Visit **Bank** where they explain what banks do & how they are helpful

Player learns meaning of "Budget" including income, expenses, spending on needs vs. wants, and giving



Take metro to **Mall** and makes "purchases" based on needs, wants, & giving with correct currency (ex: use allotted \$ for needs at the grocery store, use \$ for wants at ice cream shop); rewarded with gold



In this lesson, students will understand:

- How a bank is useful and how they can help you
- Income, expenses, needs vs. wants (decision making)

Visit **Bank** and is introduced to budgeting percentages for spending, saving, and giving



Quiz to determine if they are a spender, saver or giver. Paycheck will automatically be allocated accordingly.



- What is a budget? (& suggested percentages for each category)

- Concept of spending, saving & giving

Explains concept of savings and earning interest



Activity where player is tempted to purchase items, but is rewarded (interest) if they choose to save instead



- Importance of having savings

- Earning interest

Meet Mortgage Adviser, explains basic concept of a mortgage

Instructs player to visit **Real Estate Agent**, explains
houses have monthly bills
that need to be paid



Can purchase Tier 1 house, offered 3 mortgage rates. Make decision based on current income & savings

Mortgage & bills are automatically taken from bank account



- Buying a home is a big purchase paid over time
- More expensive the house, higher monthly payment
- Bills need to be paid each month

investing.



Information from NPCs

Visits **Stock Exchange**, explains concepts of investing including:

- -invest money to make "grow" money
 - Risk vs. return
- -Growth/loss over time
- Money not guaranteed (unlike savings account)

Introduces 3 stocks available for purchase (clues regarding performance available in newspaper)



Game Activities

Take quiz on concepts (earn gold)

Purchase stock and watch performance; sell at end of day

Stock Exchange opens for trading at any time; can choose between 10 stocks and can choose to keep instead of cashing out each day



Learning Objectives

In this lesson, students will understand:

- Investing terms (Ex: stocks)
- Concept of risk vs. return
- Money growth/loss over time
- Money in stock market is not guaranteed (where a savings account is)







Student Loan Forgiveness Scams





Graduating with debt? Scammers are a threat.



of college students have student loan debt (2021)



43 MILLION people have outstanding federal loans



\$95 MILLION

was lost in 2017 due to scammers charging illegal fees for false student loan debt relief schemes

Source: Operations Game of Loans partnership with FTC and 11 states. 2017

If you're asked to do any of these things, get wise to the "whys"

Don't pay up-front costs or monthly fees

WHY: Scammers want to trick you into paying upfront fees to get the process started. This is illegal.

Don't provide your Federal Student Aid ID

WHY: Scammers can get into your account and steal your identity. Don't act immediately to qualify

WHY: They want to pressure you to sign up for debt relief without asking questions.

Report Debt Forgiveness Scams



Federal Trade Commission reportfraud.ftc.gov



Better Business Bureau www.bbb.org/scamtracker



Federal Student Aid studentaid.gov/feedback-center



Scholarship Scams





College costs are rising. Looking for a loan? You're not alone.





66%

of students apply using Free Application for Federal Student Aid (FAFSA)

Be wary of the information you share, and where.



Over

is lost in scholarship



of students who try to get a private loan have reported receiving fraudulent loans

Source: FTC

Protect Yourself

Never share FAFSA information



Only solicit federal student loans from companies identified by the Department of Education



Never pay to apply for college scholarships

Report Scholarship Scams



Federal Trade Commission https://reportfraud.ftc.gov



U.S. Department of Education https://www2.ed.gov/about/offices/list/oig/hotline.html



Federal Student Aid Information Center (FAFSA) https://studentaid.gov/feedback-center



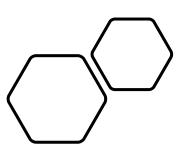
Banking Topic

Training & Events

Member Tools

Home > Advocacy > Community Programs > Get Smart About Credit

Get Smart About Credit



Get Smart About Credit

FAQS

WHAT IS FINEDLINK?

PARTICIPANT LISTING This industry-wide movement to expand the reach of financial education gives bankers free tools to equip young people with identity theft prevention skills, the chance to explore banking careers and more—both in and out of the classroom.

What you'll need to register:

- The communities you expect to reach (participating city/state)
- Number of people you intend to reach (estimates are welcome)
- · Number of staff volunteers (estimates are welcome)

Once you're registered:

You'll get a confirmation email with access to program materials, and all the information you'll need to educate teen and young adults about finances.

Have questions? Contact us at CommunityEngagement@aba.com.

BANKERS: REGISTER

UPDATE PARTICIPATION

aba.com/GetSmart

Contact Information

- Name: Sam Kunjukunju
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PLEASE DON'T HESITATE TO REACH OUT!

