



F- 6: Consumer and financial literacy resources – Learning areas

Resource	English	Mathematics	Science	HASS	Design & Technologies	HPE
ASIC's MoneySmart Units of Work and On-line activities						
F – 2 Ava makes a difference	✓	✓	✓		✓	✓
Year 1 – Bertie's socks	✓	✓		✓		
Year 2 – Kieren's coin	✓	✓		✓		
Year 3 – The house of needs and wants	✓	✓	✓	✓		
Year 3 – Sal's secret	✓	✓				
Year 4 – Advertising detectives	✓	✓		✓		✓
Year 4 – How much love can fit into a shoebox?	✓	✓				
Year 5 – Never too young to be MoneySmart with clothes	✓	✓	✓	✓	✓	✓
Year 5 – Hey! Let's have a big day out!		✓		✓		
Year 5 – 6 MilbaDjunga Smart Money – Do I need it? Do I want it? How can I get it?	✓	✓		✓		✓
Year 6 – The fun begins: Plan, budget, profit!	✓	✓	✓	✓	✓	
Year 6 – It's raining cats and dogs... and chickens?	✓	✓		✓	✓	



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ASIC's MoneySmart Digital Activities						
F - 2 – Ava makes a difference	✓					
F - 2 – Bertie's Socks	✓					
F - 2 – Kieren's Coin	✓					
F - 2 – Goods and services	✓	✓		✓		
F - 2 – Money match	✓	✓				
F - 2 – Needs and wants	✓	✓		✓		
F - 2 – Pay the price	✓	✓				
Years 3 & 4 – Sal's Secret	✓					
Years 3 & 4 – Helping out	✓	✓		✓		
Years 3 & 4 – Money and people	✓			✓		
Years 3 & 4 – Money maps	✓			✓		
Years 3 & 4 – Party time	✓	✓				
Years 5 & 6 – Calls, messaging and browsing				✓		
Years 5 & 6 – Choosing a mobile plan				✓		
Years 5 & 6 – Entertainment				✓		
Years 5 & 6 – Fun day out		✓		✓		



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Years 5 & 6 – Mobile credit				✓		
Years 5 & 6 – Mobile phone advertising	✓			✓		
Years 5 & 6 – Our big weekend adventure		✓		✓		
Years 5 & 6 – Mobile phone security				✓		
Years 5 & 6 – The cost of cats and dogs... and snakes?	✓	✓		✓		