

RSHE:

Managing money and online spending
Year 6: Autumn 2

Key Vocabulary

Satisfied	Happy with the outcome.
customer	Someone that buys goods or services.
Afford	To have the financial means to pay for something.
Influence	The power to sway of affect something.
Political	Relating to the structure or affairs of government.
Ethical	Relating to, or dealing with ethics.
Environmental	Relating to or concerned with the impact of human activities on the natural environment.
Gambling	The use of money to make bets on a win/lose situation.
Decisions	A conclusion or judgement reached after consideration.

Concepts

Digital Citizenship

This concept addresses modern technology demands that go beyond basic safety, such as AI and online interactions. The concept teaches children about the wider online world and the associated risks.

Economic Wellbeing

This concept captures financial education, personal growth and future preparedness. It explores online financial harms and involves preparing the children for the wider world, distinguishing between needs and wants, and enabling them to develop an understanding of money and careers.

Key Questions

How do online companies influence you to spend money?
Why do we have to be financial responsible?
How does it feel when we can't buy things we want?