

Smart Start Adventures

Answer Guide for Teachers

(Answers will vary. These examples provide typical responses or guidance.)

Chapter 1: What Is Money?

- What did Diego choose to spend his money on?
 - A green robot toy from the Kid Market.
- Was it a need or a want? Why did it still matter?
 - It was a want. It mattered because it supported the school library and reflected his values.
- Explorer Challenge:
 - Needs might include food, water, clothes.
 - Wants might include toys, video games, candy.

Chapter 2: Earning Money

- How did Katie earn her money?
 - By watering flowers in the garden every day.
- What did she choose to spend it on?
 - A sparkly new sketchbook.
- Explorer Challenge:
 - Chores could include vacuuming, feeding a pet, or washing dishes.

Chapter 3: Needs vs. Wants

- What were Lucas's two choices?
 - New soccer cleats (need) and a video game (want).
- Which one did he pick, and why?
 - The cleats, because he needed them for soccer practice.
- Explorer Challenge:
 - Needs could include shoes, food, a jacket.
 - Wants could include toys, new phone, candy.

Chapter 4: Saving for a Goal

- What was Emily saving for?
 - A skateboard.
- How did her plan help her reach her goal?
 - She saved a little each week by doing chores and collecting birthday money.

- Explorer Challenge:
 - Important camping items (needs) could include sleeping bag, food, flashlight.
 - Left behind (wants) could include video games, candy.

Chapter 5: Spending Wisely

- What did Ava do before buying the headphones?
 - She compared prices and features between two options.
- How did comparing help her?
 - She found a cheaper option with the same features, saving money.
- Explorer Challenge:
 - Choosing the \$4 big bottle of juice would be smarter value over the \$6 for three small boxes.

Chapter 6: Sharing & Giving

- What did Noah decide to do with his toy?
 - Donate his favorite dinosaur toy to children in need.
- How did giving help someone else?
 - Another child received and cherished the toy, bringing them happiness.
- Explorer Challenge:
 - Students might suggest donating gently used toys, clothes, or books.