

# TEACHERS

Welcome Teachers to Consumer Jungle!

All of our teacher information and lesson plans live in our Secure Teacher area.

To access this area, you will need to click on,

"Register" -Registration is Free-

If you have an account, please sign-in with your username and password.

If you can't remember your password, click on "Lost Password" and a new password will be sent to you automatically. If you do not get an automated email reply, email us at [tcainstitute@cals.arizona.edu](mailto:tcainstitute@cals.arizona.edu) or call us at 520.626.4209, with your desired password and user name and we will manually enable your account.

Are you searching for consumer education curriculum that's interactive, engaging, and ready-to-use? Well then, Consumer Jungle is the place for you! Each unit includes the following:

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Unit Description

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Unit Outline

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Student Learning Objectives

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Curriculum alignment to:

- National Standards for Business Education
  
- National Standards for Family and Consumer Sciences
  
- Washington State Essential Academic Learning Requirements (EALRS)
  
- Unit Vocabulary
  
- Lesson Plans (this is the page where most of our content is stored within each unit)
  
- Resources

We've also included interactive games to support many of the activities. The games are intended to help make the topic of consumer education more engaging and lively for students.

Note to teachers in California: Our curriculum resources meet the CLRN criteria and are approved for legal compliance. The review information is accessible to users at the CLRN web site.

#### Recommendation for Student Skill Level

Consumer Jungle is designed for use with high school students, ages 14-18. The readability of the site is estimated at an 8th grade reading level. Therefore, students who read below this level may require additional assistance. Students should also have basic computer navigation skills such as utilizing a mouse and navigating a web page.

#### Curriculum Sequencing

Consumer Jungle was designed as a comprehensive consumer education curriculum. However, the units are designed to be flexible, so you can use them as one integrated unit or use individual segments as needed.

If you are planning to use one of the units in its entirety, we recommend you follow the sequencing on the Lesson Plan

page that generally follows the pattern of PowerPoint lecture and then at least one Activity. Activities are either a foundation, skill building, or assessment activity.

1. Foundation activities: Provides the basic concepts required for students to proceed with the remainder of the unit.
2. Skill building activities: Allows students to apply the basic foundation concepts in order to increase their knowledge and skills.
3. Assessment activities: Allows students to review, evaluate, and synthesize their learning from the unit.

#### Technology-Based vs. Classroom-Based Activities

A variety of technology-based and classroom-based activities are included:

**Classroom-based activities:** Refers to activities that do not require the use of the Internet or computers. These activities typically involve the use of downloadable handouts that require duplication. Other common classroom supplies may be needed.

**Computer-based activities:** Refers to activities that use one or more forms of technology. Internet access is not necessary. Most activities will be based on Microsoft Office products such as Word, Excel, or PowerPoint.

Internet-based activities: Refers to activities in which students interact online with the Consumer Jungle site or other Internet sites. Internet access is required.

Many activities can be adapted for either technology-based or classroom-based use:

In these cases, the activity plan will provide separate instructions for a classroom-based version as well as a technology-based version:

#### Site Layout

Consumer Jungle is organized into two distinct "sections":

Teacher Section : Provides comprehensive unit plans for each topic.

Student Section: Provides engaging, interactive games to help make the topic of consumer education more engaging and lively for students. Each game has been designed as part of an overall unit plan and is supported by a detailed activity plan accessible through the Teacher Section.

