

JUNIOR SAINTS
ACTIVITY PLAN
AGES 7–11

ECONOMICS

INTELLECTUAL CORE

Version 2026.1



Trade, Choose, Save

Learn what trading is and why you cannot have everything you want.

🕒 60 minutes · one session

🎯 **WALK AWAY WITH**

- Has made three hard 'one or the other' picks out loud with the group.
- Has traded three times with a partner who said yes.
- Has done three small jobs and named which was hardest.
- Has dropped one coin in save, give, or spend and named why.

📦 **BRING / SET UP**

- A small paper bag of trade items for each Junior Saint (one snack, one sticker, one small toy or trinket)
- Three jars or bowls labeled SAVE, GIVE, SPEND, and one coin or token per Junior Saint
- Three small job stations (sweep a corner, stack chairs, wipe a table) with a tool for each
- Two cards or pieces of paper for each Junior Saint to write on
- A pencil for each Junior Saint

FOR THE LEADER

This is a Junior Saints preview of the **Economics** badge. No advancement credit is earned here — the goal is to introduce these concepts to Junior Saints alongside the older Saints Global youth working the full BRC. The 4-session Saints Global arc lives under *Activity Plan (SG)* in the BRC builder.

TRADE, CHOOSE, SAVE (PAGE 1 OF 2)

THE HOUR

BLOCK 1 · DISCUSSION **Opener — Welcome circle**

⌚ 5 min

Stand in a circle. Each Junior Saint says his name. Then he names one thing he wanted to buy this week but did not. Examples: a candy bar, a Lego set, a video game. The leader goes last. Keep each turn short.

BLOCK 2 · SKILL PRACTICE **You can't have both**

⌚ 10 min

1. Sit in a circle. The leader names two good things you could pick. Only one.
2. Round 1: a new toy, or ice cream for your whole family. Each youth points to his pick.
3. Round 2: a movie ticket, or one extra hour of staying up late. Show your pick.
4. Round 3: a new bike, or a trip to grandma's house. Show your pick.
5. Teaching point: every yes is also a no. The thing you did not pick is what the choice cost you.

BLOCK 3 · PHYSICAL **The trade game**

⌚ 18 min

1. Hand each youth a small bag with three items. Do not open it yet.
2. On GO, each youth opens his bag. Look at what you got.
3. Walk around the room. Find one partner. Trade one item, if you both want to.
4. Rule: a trade only happens when both of you say yes. No taking. No begging.
5. If a partner says no, smile and find someone else.
6. Trade three times. Then sit in your spot.
7. Each youth holds up what he ended with. Tell the group: did you like your last trade better than your first set?
8. Teaching point: a good trade leaves both Junior Saints happier than before.

BLOCK 4 · PHYSICAL **Three small jobs**

⌚ 12 min

1. Set up three job stations: sweep a corner, stack five chairs, wipe one table.
2. Each youth picks a job. Do it the right way, not the fast way.
3. When you finish, walk to a new job. Try all three.
4. The leader checks each job. A good job earns a 'thanks' from the leader.
5. Sit in a circle. Each youth names which job was the hardest.
6. Teaching point: real work pays. Doing a good job earns trust, not just money.

TRADE, CHOOSE, SAVE (PAGE 2 OF 2)

THE HOUR — CONTINUED

BLOCK 5 · SKILL PRACTICE **Save, give, spend**

⌚ 10 min

1. Set three jars on the table: SAVE, GIVE, SPEND.
2. Tell the group: most grown-ups put some of what they earn in each one.
3. Save is for later. Give is for someone else. Spend is for now.
4. Hand each youth one coin. Walk up. Drop it in the jar you pick.
5. Each youth says one word: save, give, or spend. Tell the group why.
6. Teaching point: a Junior Saint who picks first does not get tricked later by what he wants right now.

BLOCK 6 · REFLECTION **Close — Stretch and cheer**

⌚ 5 min

1. Stand in a circle. Stretch your arms wide. Hold for ten seconds.
2. Drink water.
3. Each Junior Saint says: 'I traded for ____.' Just the one thing.
4. Group cheer: 'Yes from both!' Three times.
5. Homework: ask your parent which jar gets a coin first at your house.

AT THE CLOSE · DEBRIEF

1. Which round of 'you can't have both' was the hardest pick?
2. What did you end the trade game with that you did not start with?
3. Which jar got your coin — save, give, or spend?

☑ *This is a Junior Saints preview session. No Economics BRC requirements are earned here — the goal is to introduce trading, choosing, and saving the older Saints will work on.*

HANDOUT 1 OF 1

FROM SESSION — SAVE, GIVE, SPEND

Save, Give, Spend

Print and post so Junior Saints see the three jobs for money.

ECONOMICS · JUNIOR SAINTS CARD

Three jobs for every dollar.

Save some. Give some. Spend some. Pick first.

1 Save

Keep some of it for later or something bigger.

A bike costs more than one week of saving.

2 Give

Share some with someone who needs it.

A coin in the jar for someone with none.

3 Spend

Use some now, on purpose, on what you picked.

A snack you chose, not one you just grabbed.

Pick where each coin goes before you spend it.

Print this handout for in-person reference during the session.