



Lesson Plan

VALENTINE'S DAY

WWW.CASHYGAME.COM

OVERLY COMMERCIAL OR CUTE?

TIMELINE

Intro

Write "Valentine's Day" on the board and ask students what the holiday means to them.

Can you guess

How much did Americans spend on Valentine's Day in 2022?

1. \$89.9 million
2. \$23.9 billion
3. \$68.3 billion

Fun fact: five school buses full of pennies would equal about one billion pennies in total.

What is the most popular gift for Valentine's Day?

1. **Candy**
2. Jewelry
3. Flowers
4. An evening out
5. Greeting cards

How many Americans would like to receive an experience as a gift?
(think: tickets to events)

1. 23%
2. 43%
3. 53%





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Let's Play Cashy!

Start the short game and have all your students join.

If you've never played Cashy before, allow some extra time for everyone to get through the tutorial and answer any questions that come up. Pause right after the tutorial; you can end the first year so your students can all see what the stats look like after each round.

Briefly discuss how many holidays throughout the year require gift shopping. Now have each student add a birthday for each family member in their household + a friend or two. How many gifts is it in total? Discuss what kind of gifts they usually give and where they usually get the money from.

Tell your students that in each round of Cashy, they must buy at least three of the offers available at the bottom of the "Save more" tab. Think of those as getting presents during the holidays and birthdays.

Discussion/Wrap-up

If you have played Cashy before, did your strategy change thanks to having to make these purchases?

How did you make sure you had enough to buy the offers each year?

What can you do in real life to be prepared for these expenses?

