



Program Overview for Educators

We know your time is limited, so we've put together a guide to help you determine if SuperSquad is the right fit for your context. Please reach out to supersquad@fitmoney.org with any questions.

Contents

[What is SuperSquad?](#)

[Who designed and developed the game?](#)

[Who are the main characters?](#)

[How do my learners choose which level to play?](#)

[What are the assessments like?](#)

[What if my learners have questions about the game?](#)

[Where can I get more resources?](#)

[What happens in the game?](#)

[Level 1: Meet Your Money](#)

[Level 2: Savvy Saving & Spending](#)

[Level 3: Smart Shopping](#)

[Level 4: Bank on It!](#)

[Level 5: Elementary Earning](#)

[Level 6: Budget to Win](#)

[Level 7: Credit & Debit](#)

[Level 8: Be Sure, Be Insured](#)

[Level 9: Saving and Investing](#)



What is \$uperSquad?

\$uperSquad is a game-based financial literacy curriculum for K–5 learners. Officially launched in the fall of 2022, \$uperSquad offers an interactive, learner-responsive platform designed to deepen student engagement by making financial literacy fun. Through video modules, games, and choice-based stories, learners navigate through the fictional town of Fitonia and interact with real-world money management problems.

Who designed and developed the game?

\$uperSquad was designed and funded by [FitMoney](#). Founded in 2016 by a group of educators, parents, and entrepreneurs, FitMoney is a 501(c)3 nonprofit with a mission to bring free, unbiased financial literacy programs to all children in grades K–12 through state-of-the-art digital and in-class curriculum, as well as advocacy efforts. By teaching financial literacy early and reinforcing yearly, FitMoney supports financially fit learners and gives communities the power to break the generational cycle of poverty.

Who are the main characters?

You can meet the four \$uperSquad members and introduce them to your learners by watching [this short video](#).





How do my learners choose which level to play?

Levels will either be completed, available, or locked. This ensures that learners complete each level before moving on to the next, as each level builds off of the knowledge and skills from the previous level.

Once learners have completed several levels, they might choose to go back and play a level again. Learners can choose their level by clicking on the level in the sidebar or clicking on the connected location in the map.



✓ Completed

Bank on It!

You'll learn how banking helps you take care of your money.



Elementary Earning

You'll learn how employees and entrepreneurs earn money and pay taxes.



🔒 Locked

Budget to Win

You'll learn how to make a budget and plan for a goal.





What are the assessments like?

Every three levels, learners are asked six pre-assessment or post-assessment questions. This assesses prior knowledge for the upcoming three levels and assesses gained knowledge from the previous three levels. The pre-assessments do not have feedback on right/wrong answers, whereas the post-assessments do have feedback on right/wrong answers. Learners can move forward in the game without answering post-assessment questions correctly, but they have the opportunity to keep trying until they get a correct answer.

In addition to the pre- and post-assessment, there are brief, one-question knowledge checks following each video. Finally, each level has a “level-up question.” Learners’ performance on this question helps determine if they are offered an advanced game to play or a more foundational game.

What if my learners have questions about the game?

Check out the [FAQ guide](#) before introducing the game to your learners. Most of the answers to their questions will be found there! Otherwise, you can always email supersquad@fitmoney.org with any specific inquiries.

Where can I get more resources?

FitMoney offers a broad variety of resources for educators who want to integrate financial literacy into their curriculum. Visit the [FitMoney website](#) to learn more.

What happens in the game?

[Level 1: Meet Your Money](#)

[Level 2: Savvy Saving & Spending](#)

[Level 3: Smart Shopping](#)

[Level 4: Bank on It!](#)

[Level 5: Elementary Earning](#)

[Level 6: Budget to Win](#)

[Level 7: Credit & Debit](#)

[Level 8: Be Sure, Be Insured](#)

[Level 9: Saving and Investing](#)



Level One: Meet Your Money

In Level 1, learners find out that money is a representation of value. They also learn about coins and bills in American currency and why currency is treated with respect for its value.

Through the Level 1 games, learners practice telling the difference between goods and services. They count out change for a vending machine, observing how coins and bills can be combined differently. Finally, they practice sequencing goods and services from least to most expensive.

Videos for Level One

Click on the linked videos to watch on YouTube.

- [“Meet Your Money”](#) (1:27)
- [“Firehouse Fundraiser”](#) (4:21)
- [“Follow the Money”](#) (5:42): The \$uperSquad learns how money travels in and out of banks in this choice-based video.

Click on the links below to find related FitMoney in class lessons:

- Grade K: [Meet Your Money I](#), & [Smart Savers, Ownership & Value](#)
- Grade 1: [Meet Your Money II](#)





Level Two: Savvy Spending and Saving

In Level 2, learners discover the difference between spending and saving. They articulate the difference between needs and wants. Finally, they learn about how spending and saving decisions can align with our values.

In the Level 2 games, learners practice their understandings of saving vs. spending and needs vs. wants. They practice deciding when to spend and when to save with a financial goal in mind.

Videos for Level Two

Click on the linked videos to watch on YouTube.

- [“Savvy Spending & Saving”](#) (1:15)
- [“The Gift Basket Assignment”](#) (3:13)
- [“Save, Spend, Share!”](#) (6:20): Delair and Austin consider how financial decisions can reflect personal values in this choice-based video.

Click on the links below to find related FitMoney in class lessons:

- Grade K: [Needs vs Wants](#), [Donation and Giving](#)
- Grade 1: [Ownership & Value](#)
- Grade 2: [Save, Spend, Share](#),
- Grade 3: [Budgeting Basics](#)
- Grade 5: [Savings Goals](#)





Level Three: Smart Shopping

In Level 3, learners discover different types of payment and how to choose which type to use for a transaction. They learn about comparing the price and value of different goods as well as the concept and function of sales tax. They also learn about the purpose of advertising and how to recognize it.

In Level 3 games, learners practice making spending decisions with a budget, remembering how different payment types work, and finding examples of advertising.

Videos for Level Three

Click on the linked videos to watch on YouTube.

- ["Smart Shopper!"](#) (1:28)
- ["Be a Smart Shopper!"](#) (4:02)
- ["Shopping Sleuths!"](#) (7:39): Austen and Delair look and hunt for the better deal to practice making spending decisions.

Click on the links below to find related FitMoney in class lessons:

- Grade 1: [Shop Savvy](#)
- Grade 2: [Spending Decisions](#)
- Grade 3: [Power of Choice: Buy This or That?](#)
- Grade 4: How Would You Like to Pay for That?, [Smart Shoppers](#)
- Grade 5: [Transaction Actions](#)





Level Four: Bank On It!

In Level 4, learners discover the functions and advantages of banking, including checking and savings accounts, earned interest, and how banks make money. Learners also learn why it's important to keep track of your money. Finally, they learn why it's your responsibility to understand your options so you can make smart financial decisions.

In Level 4 games, learners practice making sense of a bank statement by looking at withdrawals and deposits to see how they affect the bank balance. They practice comparing savings accounts and loan options to choose a bank.

Videos for Level Four

Click on the linked videos to watch on YouTube.

- ["When Money Goes Missing"](#) (1:47)
- ["Bank On It!"](#) (5:21)
- ["Banking Basics"](#) (8:27): Gabi and Jordan explore how banks work when opening an account with a pair of twins in Fitonia.

Click on the links below to find related FitMoney in class lessons:

- Grade K: [Smart Savers](#) (Repeat)
- Grade 2: [Save, Spend, Share](#) (Repeat)
- Grade 3: [Keeping Track of Your Money](#)
- Grade 4: [Saving and Investing](#)
- Grade 5: [Bank On It](#)





Level Five: Elementary Earning

In Level 5, learners discover some of the differences between employees and entrepreneurs. They also learn about paychecks, pay stubs, and how taxes affect people and their communities.

In Level 5 games, learners practice labeling different parts of a paycheck and pay stub. They practice telling the difference between services paid for by taxes, like a fire department, and services not paid for by taxes, like a visit to the veterinarian. Finally, they practice looking at different opportunities and challenges.

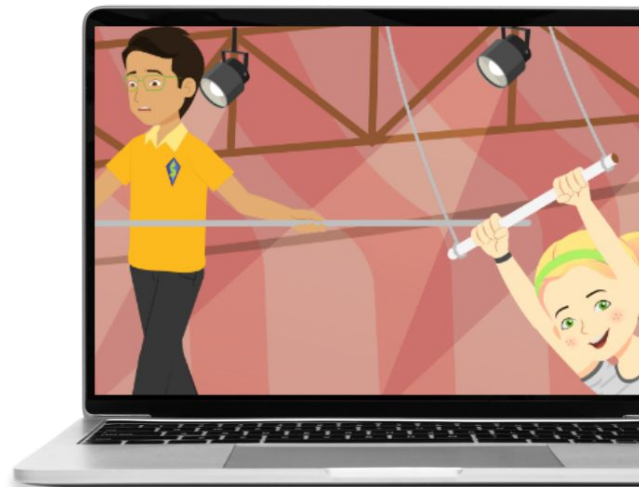
Videos for Level Five

Click on the linked videos to watch on YouTube.

- ["You've Got Options"](#) (1:24)
- ["Learning About Earning"](#) (5:09)
- ["The Job Fair"](#) (10:12): Delair and Austen visit the job fair to explore career options and their different paths.

Click on the links below to find related FitMoney in class lessons:

- Grade K: [What's a Job](#)
- Grade 2: [Classroom Company](#)
- Grade 3: [Elementary Earning](#)
- Grade 4: [Income & Personal Interests](#) & [Income & Public Interest](#)
- Grade 5: [Baking a Business](#)





Level Six: Budget to Win

In Level 6, learners discover that budgeting can help you make good decisions to reach your financial goals. They also learn about priorities, making trade-offs, and the importance of keeping an emergency fund.

In Level 6 games, learners practice saving to meet a financial goal and sticking to a fixed budget. They practice prioritizing needs, making trade-offs, and saving for an emergency.

Videos for Level Six

Click on the linked videos to watch on YouTube.

- [“Budget to Win!”](#) (1:13)
- [“Budgeting Basics”](#) (6:43): The \$uperSquad use a budget to purchase supplies for a Lunar New Year party. Learners follow along as they prioritize their spending and solve problems creatively.
- [“Carlos and the Budget Basics”](#) (10:40): Gabi and Delair help Carlos budget out his first paycheck with different spending choices.

Click on the links below to find related FitMoney in class lessons:

- Grade 2: [Shop Til You Drop](#)
- Grade 4: [Budget to Win](#)





Level Seven: Credit and Debit

In Level 7, learners explore loans, accrued interest, and how credit cards work. They also learn about the kinds of financial decisions that can help a person's financial reputation, including the concept of a credit score.

In Level 7 games, learners practice sorting habits that might help or hurt a person's financial reputation. They sequence decisions from which would have the least to most positive effect on a person's credit score. Finally, they practice reading the fine print to find hidden changes that make seemingly good deals turn into risky ones.

Videos for Level Seven

Click on the linked videos to watch on YouTube.

- ["Bailey & Riley Borrowing"](#) (1:04)
- ["A Tale of Two Borrowers"](#) (3:27)
- ["Freaky Fast Forward!"](#) (13:35): Austen and Gabi fall asleep during a movie, then wake up 30 years old—with credit scores! In this choice-based video, learners help characters make decisions that impact their credit score.

Click on the links below to find related FitMoney in class lessons:

- Grade 1: [Be a Better Borrower](#)
- Grade 2: [One Hen](#)
- Grade 3: [Be a Safe Bet](#)
- Grade 5: [Credit: A Delicate Balance](#)





Level Eight: Be Sure, Be Insured

In Level 8, learners discover the function of and need for insurance. They also find out how to identify appropriate types of insurance for different situations.

In Level 8 games, learners practice reducing risk, matching individual needs to appropriate insurance types, and labeling an imaginary situation with what different types of car insurance might cover.

Videos for Level Eight

Click on the linked videos to watch on YouTube.

- ["Risky Business"](#) (1:48)
- ["Be Sure to Insure"](#) (5:19)
- ["Worth the Risk?"](#) (9:04): Delair and Jordan meet ballerina Betty, who wants to rock climb but is worried about injuries that could impact her dancing. They follow along as Betty researches risk and weighs her options.

Click on the links below to find related FitMoney in class lessons:

- Grade 1: [Think Safe](#)
- Grade 2: [Home Safety Helper](#)
- Grade 3: [What is Insurance?](#)
- Grade 5: [Be Sure, Be Insured](#)





Level Nine: Saving and Investing

In Level 9, learners find out how compound interest works and how time helps money grow. They also learn how inflation works.

In Level 9 games, learners practice choosing between standard and compound interest models to understand how money grows.

They also sequence items based on how inflation affects their prices over time and choose different investment strategies to explore their different opportunities and challenges.

Videos for Level Nine

Click on the linked videos to watch on YouTube.

- ["Money Time Machine"](#) (2:17)
- ["Grow Your Money"](#) (6:14)
- ["Time Capsule"](#) (13:39): The \$uperSquad's school digs up a time capsule -- a perfect opportunity to learn more about compound interest, inflation, and value.

Click on the links below to find related FitMoney in class lessons:

- Grade 4: [Saving and Investing](#)

