




SCOPE AND SEQUENCE

KEY

 Minimal
  Moderate
  High

*JA Pathways signify a program's primary focus.



Visit ja.org to learn more.

JA Pathways*

Entrepreneurship
Financial Literacy
Work Readiness

Capstone/Legacy

JA BizTown® combines in-class learning with a daylong visit to a simulated, fully interactive town where JA BizTown citizens make the connection between what they learn in school and the real world. A minimum of 13 teacher-led lessons required. (Grades 4–6)

Concepts: Banking, business, careers, charitable giving, citizenship, competition, conservation, consumers, demand, division of labor, employment, exchange, goods, marketing, markets, money, needs, opportunity costs, producers, production, quality, resources, saving, scarcity, services, skills, specialization, supply, wants

Skills: Active listening, applying information, brainstorming, calculation, charting, collaboration, communication, comparing and contrasting, computation, cooperation, creativity, critical thinking, data collection and interpretation, decision making, defining, demonstration, describing consequences, determining cause and effect, filling out forms, following written and oral directions, graphing, identification, interview skills, listening, observing, organizing, planning, price setting, problem solving, reading for information, research, resume preparation, role-playing, self-reflection, showing responsibility, soft skills, spending, teamwork, time management, writing





JA Finance Park® builds a foundation on which students can make intelligent lifelong financial decisions, including those related to income, expenses, saving, and credit. The program culminates in a hands-on budgeting simulation at a facility, mobile unit, or virtual site. A minimum of 13 teacher-led sessions required. (Grades 7–12)

Concepts: Banking, benefits, budgets, career, categorization, credit, credit reports, credit score, debit, debt, deposit insurance, financial responsibility, goal setting, government, identity theft, impulse buying, income, interest, loans, opportunity cost, payment methods, risk, saving, savings, taxes, values, wages, wants and needs

Skills: Active listening, brainstorming, collaboration, comparing, comprehension, creativity, critical thinking, decision making, following directions, interpreting data, math, reading, self-knowledge and reflection, speaking and listening, vocabulary, working in pairs and teams, writing





JA Company Program® provides students an actual opportunity to fill a need or solve a problem in their communities by building, launching, and managing their own start-up businesses. Available for both in-school or after-school implementation, and may be completed in one-semester or throughout an entire school year. Two implementation options are available: 13 two-hour meetings or 26 one-hour meetings. A volunteer must lead 13 instructional contact hours; the teacher may deliver the remainder. (Grades 9–12)

Concepts: Annual report, business plan, capitalization, charitable giving, company structure, entrepreneurial facts, myths, and traits, financial tools, launch the company, leadership, liquidate, marketing, personal action plan, pitch, product development process, product and service evaluation, quality control, return on investment (ROI), sales techniques, supply chain, SWOT analysis

Skills: Accountability, analyzing alternatives, brainstorming, creativity, critical thinking, cross-departmental collaboration, decision making, idea development, leadership, listening, product evaluation, public speaking, research, sales, self-assessment, synthesizing and evaluating information, task-management, teamwork



