



# Educators' Technology Clinics

## Student Project Profile

**Course:** LTMS 603 Engaging with Learning Activities, Games & Simulations  
**Project Name:** Living Free Financial Management Game  
**Project Audience:** Family & Consumer Sciences, Grades 10-12

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Middletown Area School District

**Project Description:** The Living Free Financial Management game presents situations where students must make wise decisions about employment, housing, transportation, food, and other basic needs to prove that they can live independently. The project reinforces the mission of Family and Consumer Sciences, "Appreciating human worth and accepting responsibility for one's actions and success in family and work life," by simulating a young person's journey towards independence.

**Audience Response:** The students actively engage and discuss the learning objectives as the game is played. Because the wise decision is not always the choice that has the highest dollar value, students must use critical thinking skills to figure out that time and talent are vitally important resources also. The students appreciate that Middletown is the location for the story, with scenarios that include local businesses and familiar places.

**Improved Learning Outcomes:** Students practice the independent living skills in a simulated environment. After solving the problems, they receive immediate feedback in the form of a reward, or the chance to recalculate their results. They can review how to apply their math knowledge because the navigation on the slides will direct them to remediation before they can return to the original situation.

**What I Learned:** Although creating a game is time-consuming and frustrating at times, the process forces the game designer to think through the learning objectives methodically. Using the math assessment anchors, I built Family and Consumer Sciences-related problems into real-life scenarios. From our class discussion with the students in the video game summer camp, I understood the value of the "story" and "character." I learned how to link to various places, within the slide show and on the Internet, and to incorporate sound, narration and video to enhance the project.

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