Month Three: Consumer Rights & Responsibilities

GAME PLAN

Practice 1-A
1. Play the AGREE, DISAGREE, MAYBE IF… game. Create additional statements for the team to discuss.
2. Divide team members into groups of 2 or 3. Provide each member with a 2012 Consumer Action Handbook, a Scavenger Hunt, & an answer blank.
3. Discuss answers when teams complete the “Hunt.”

Practice 1-B
1. Distribute Fact or Fake Out worksheet. View Fact or Fake Out PowerPoint and discuss answers with team as you progress through the questions. (Coaches use PowerPoint notes to guide discussion.)
2. Review the FOCUS vocabulary for this lesson and the previous two lessons with the relay game “Swat the Word.”

AGREE, DISAGREE, MAYBE IF…STATEMENTS

1. Most buyers and sellers are honest.
2. Ten year olds should be allowed to be employed picking fruits and vegetables.
3. Teenagers are not careful consumers.
4. Product placement in movies should be banned.
5. No one pays attention to advertising.
6. Everyone should have a living will.
7. Teenagers care more about brand names than value.
8. I buy things because they are “cool.”

FOCUS Content Vocabulary

1. “mugu”
2. 419 scam
3. automobiles
4. bait & switch
5. BBB
6. CCCS
7. comparison shop
8. Cooling Off Rule
9. cramming
10. executor
11. FTC
12. gift card
13. lease
14. lemon law
15. living will
16. monopoly
17. opt out
18. passport
19. pyramid scheme
20. retailer
21. scam
22. slander
23. small claims court
24. spam
25. spoofing
26. wages
27. worker’s rights

OBJECTIVES

Review the Consumer Action Handbook.
Examine different types of fraud.
Explore personal consumer attitudes and beliefs.

PREPARATION

Define the FOCUS words.
Print & post AGREE, DIS-AGREE & MAYBE IF…signs.
Provide 2012 Consumer Action Handbook for each team member.
Download Fact or Fake Out PowerPoint, PP notes & worksheet from LifeSmarts U.

JUST for FUN

Host a “TasteTest”
Purchase a name, house and generic brand of several foods. Record the unit prices of items as you purchase. (Cola drinks, graham crackers and breakfast cereals are examples.) Place the products in plain containers, labeled with colors. Have the team members evaluate the taste of the products and discuss the concept of name, house and generic brands.
Reveal the product names and price per unit.