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| Notional learning hours | 20 |
| Level | E3 |
| Preparing for Adulthood pathway | Employment; Independent living and housing |
| Subject area | Mathematics |
| Vocational area | Computing |
| Skill | IT skills; Numeracy |
| Learning aim | The learner will develop basic budgeting and decision making skills by planning and managing a simulated Adopt Me event budget. |
| Learning context | 1:1, practical activities, group work, budgeting tasks |

| Learning outcomes What the learner needs to know, understand or be able to do The learner will | Assessment criteria What the learner needs to demonstrate in order to meet the learning outcome The learner can |
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| Identify income and expenditure within an Adopt Me special event. | <ul style="list-style-type: none"> • Find out about a past or current adopt me special event with it's own limited time currency (i.e: christmas 2025, halloween 2023) • Identify two in game methods of gaining the limited time currency • Identify two limited time event items or pets and their cost, specify the amount desired (i.e: 4 of a pet to make a neon variant) • Calculate the total currency amount needed |
| Create and manage a spending plan for purchasing Adopt Me pets or items. | <ul style="list-style-type: none"> • Set a reasonable upper limit on currency (i.e: ten thousand gingerbread) • Specify how the currency will be acquired and estimate time taken to acquire the upper limit • Calculate the total cost of purchases • Stay within budget and adjust choices if the total amount exceeds available funds |
| Compare the value of different adopt me pets or event items before making a | <ul style="list-style-type: none"> • Identify two items from the same category (two pets or two cosmetics) from the same |

| Learning outcomes What the learner needs to know, understand or be able to do The learner will | Assessment criteria What the learner needs to demonstrate in order to meet the learning outcome The learner can |
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| purchasing decision. | event <ul style="list-style-type: none"> • Identify which item will likely offer better value or future trading potential • Justify the final choice with at least three reasons • Explain the differences between long term benefits and short term desires (i.e: buying a pet that meet the criteria of long term high value vs buying an item for aesthetic reasons alone) |
| Reflect on how spending decisions in adopt me can affect in game outcomes. | <ul style="list-style-type: none"> • Describe the result of the laid out spending plan • Identify one positive and one negative outcome • Suggest one improvement to the completed budget plan for future events |

| Assessment methodology | Linked to learning outcomes |
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| Record of oral questioning | Identify income and expenditure within an Adopt Me special event. |
| Labelled product, video or photographic evidence | Create and manage a spending plan for purchasing Adopt Me pets or items. |
| Record of oral questioning | Compare the value of different adopt me pets or event items before making a purchasing decision. |
| Record of oral questioning | Reflect on how spending decisions in adopt me can affect in game outcomes. |