

YOUNG MONEY CHALLENGE 2021

Health & Wellbeing



CATEGORY THREE Ages 11 - 19

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CHALLENGE

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CHALLENGE GUIDELINES

Category Three: Ages 11-19

For Category Three, young people will be exploring HEALTH AND WELLBEING, discovering how money decisions can impact our physical, mental and social health and wellbeing, now and in the future.

THE CHALLENGE

We are challenging young people to...

create something that helps people make healthy choices for their physical, mental and financial health and wellbeing.

Young people can work individually or in teams of up to 4. Young people can present their idea in any way they wish as long as their entry is sent to us in a 2D format. Formats could include a poster, a 3D hand-made model, a board game, a toy, a story, an article, a wire frame for an app or even a song! game, a toy, a story or article or even a song!

HOW TO ENTER?

All entries must be received by **11:59pm on Wednesday 31st March 2021**

All entries must be submitted by either a teacher, practitioner or parent/carer on behalf of the young person or team of young people.

To submit your entries:

1. Go to [YMC/Submission](#)
2. Complete the short online form with the young person's school/org details, confirming that you provide or have acquired parental/guardian consent for all young people taking part and agreeing to the [Terms and Conditions](#).

3. Scan the entries, make sure each entry includes a completed **Challenge Summary Sheet**, then submit your PDF using the upload button on the online form.

a. Group entries

Young people can create their entry, either working individually or in teams of up to 4. Remember all members of a team must contribute to the entry.

b. Criteria

All entries should demonstrate:

A clear link between money management and health and wellbeing. A clear rationale behind their creation i.e. it's evident how the item they have created could help people make healthy choices for their physical, mental and financial health and wellbeing.

Entrants will be judged on the rationale for their creation as well as the learning they demonstrate. They will not be judged on the format in which they choose to present their entry. Judges will be looking for children to show a comprehensive awareness of issues and a creative, thoughtful idea.

c. Eligibility

To be eligible:

- Entries must be no larger than A3
- Entries can be either landscape or portrait, handwritten, hand drawn or a printed copy created on a computer. Entries can be in black and white or colour and must be 2D. Young people can send photographic evidence of 3D materials.
- Entries must not include photos of the young people themselves.
- Any entries which include photos of the young people will not be included in the judging process and will be destroyed.

CHALLENGE GUIDELINES

Category Three: Ages 11-19

- Entries must be accompanied by a completed **Challenge Summary Sheet** to include the full name of each of the entrants.
- When you submit your entries, you will be required to complete a short **Online Submission Form** providing school/organisation details and contact details for a teacher/guardian of the young person/young people taking part.
- Schools and other organisations are required to obtain **parental/guardian consent** for each young person who enters the challenge. Parents/carers are required to provide parental/carer consent. Entries from young people for whom permission is not acquired will not be considered during the judging process and will not be eligible for a prize. Young Enterprise reserves the right to request written evidence of parental/guardian consent within a 48-hour notice period. Please see the Terms and Conditions for further information.
- Schools/organisations and parents/carers must confirm on the Online Submission Form that they have adhered to the [Terms and Conditions](#).

PRIZES

In Category Three, there will be one overall winning entry and two runner up entries.

The overall winning entry will receive **£500** for the Entrants' school/organisation. Each Entrant of the winning entry will also receive a **£50** [One4All](#) Voucher.

The two runner up entries will win **£250** for the Entrants' school/organisation and each Entrant will also receive a **£25** One4All Voucher.

HOW TO USE THE CHALLENGE TEACHING MATERIALS?

To support with the delivery of the Challenge, we've provided a set of teaching materials for young people aged 11-19. These materials are designed to develop your young people's understanding of money management and health and wellbeing as well as to inspire them to create thoughtful, creative Challenge entries.

There are **three activities** in total. Each activity explores a different theme linking money management and health and wellbeing and culminates in a suggestion for how young people could approach the Challenge. You can choose the option or options that best appeal to your young people!

There's also a **Healthy Choices Quiz** to help you introduce the concept in an engaging and accessible way and we've provided a **Home Learning Guide**, to help families explore the themes further as well as to enable parents/carers to support their young people with their entries.

In addition, there's a **Health and Wellbeing Support Sheet** with helpful links to organisations and websites that can provide more information and resources about the areas of physical and mental health and wellbeing explored during the Challenge.

We encourage a creative approach to the Challenge so young people are not required to follow one or more of the suggested themes in these materials. As long as they can demonstrate a strong link to **BOTH health and wellbeing and money management** then they are absolutely welcome to explore another angle if they would prefer.

Visit the resource section of the website for videos, case studies, resources, and guidance to help teach financial education;

www.young-money.org.uk/resources

Young Enterprise
The Coram Campus
41 Brunswick Square
London, WC1N 1AZ

Email: info@y-m.org.uk

www.y-e.org.uk

Registered Charity No. 313697



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