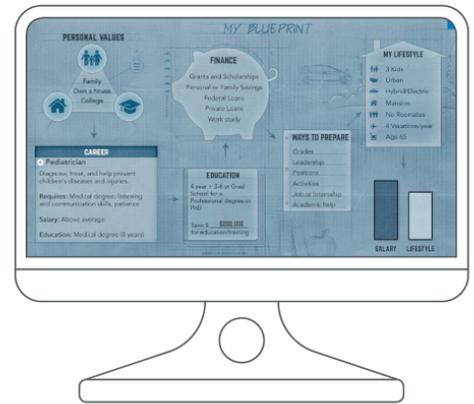# FutureSmart

Lesson Overview: Build Your Blueprint   30 - 45 minutes

Learning Objectives:

Students will be able to:

- Identify their current plan for the future based on their values and interests.

- Compare and contrast how a randomly generated blueprint relates to their personal one.

- Explain why it is important for them to create their own blueprint and not rely on others.

Materials Needed

- Copies of M.A.S.H. template (1/student)

- Access for each student to view their individual blueprint (optional)

- Reflection template (1/student)

- Blueprint poster printout

Overview:

After completing the "Build Your Blueprint" module in Mass Mutual – FutureSmart℠, students will have learned about the different decisions they will have to make when thinking about their future. In this extension lesson plan, students will create a randomly generated Blueprint that will determine their future for them. Students will then reflect upon the M.A.S.H. (Mansion, Apartment, Studio, House) Blueprint and compare it the one they created on their own through FutureSmart. Finally, students will explain the importance of developing their own Blueprint.

Background Knowledge Required

Students must complete the "Build Your Blueprint" module of FutureSmart; it is recommended that students have completed the entire course.

Provided Student & Teacher Materials

- FutureSmart M.A.S.H. Part 1: M.A.S.H. game
  - Students will use this to complete their individualized game of M.A.S.H., resulting in a randomly generated blueprint.

- FutureSmart M.A.S.H. Part 2: Reflection template
    - Students may use this template to write their reflections from this activity and determine ways to make sure they continue evolving their blueprint.

Lesson Plan

Opening (5 minutes)

- Remind students that yesterday they completed the FutureSmart Blueprint module.
- Break students into groups to perform Think-Pair-Share to recall what career they selected and the education necessary.
- After each group has shared, ask students to name the other aspects of the Blueprint and how they will impact their future.

Introduction to New Material (5 minutes)

- Distribute copies of the M.A.S.H. game.
- Explain to students that FutureSmart M.A.S.H. will provide them with their future so they don't have to spend time thinking about it.
- Read over the instructions together.
- Demonstrate how to draw tally lines, informing students they can go as quickly or slowly as they would like.
- Practice crossing off entries from different categories and how to skip over a category once only one entry is left.

Activity/Practice (15 - 30 minutes)

- **Guided Practice:**
    - Tell students to get ready to draw tallies. After ~5 seconds tell them to stop and count how many they drew. Students will use that number to start eliminating entries.
    - After a few minutes direct students to the Reflection page and show them how to start filling in their story.
- **Independent Practice:**
    - Once students have completed their story they will start on the reflection. Tell students to read over their story silently and think about the positive and negatives of their future based on the story.
    - Prompt students to read over the reflection questions and journal.

Closing (5 minutes)

- Ask students to share pieces of their story and/or reflections.

- Prompt students to share how they felt letting someone/something else dictate their Blueprint.

- Ask students what they can do starting now to make sure they remain in control of their Blueprint.

FutureSmart
M.A.S.H Template

Student Name: _____

Home
(Where you will live)

M . A . S . H

Mansion   Apartment   Studio   House

Personal Values
(What you will prioritize)

1. Spending time with friends
2. Donating to charity
3. Supporting my family
4. Buying my first car
5. Traveling the world

Jobs
(What career you will have)

1. Engineer
2. Chef
3. Lawyer
4. Blogger
5. Fitness Instructor

Ways to Pay
(How you will pay for college)

1. Grants & scholarships
2. Personal/family savings
3. Federal loans
4. Private loans
5. Earnings while in school

Things to Do Now
(How to prepare for your future)

1. Make or maintain goals
2. Talk to your counselor
3. Run for a leadership postion
4. Find a job/internship
5. Start saving now

Family
(How many kids you will have)

1. 10
2. 0
3. 4
4. 1
5. 7

Retirement
(The age you will retire at)

1. 50
2. 75
3. 60
4. 80
5. 65

Location
(Where you will live)

1. Rural
2. Suburban
3. Urban

- Mark tallies at the top of your paper until your teacher tells you to stop.
- Starting with the "M" in M.A.S.H, count through each entry and when you reach your number, cross that entry off. Then start counting through again.
- Keep cycling through and crossing off until each category has only 1 entry. Fill in the blanks on "My M.A.S.H Story" to figure out your future!

FutureSmart
Reflection Template

Student Name: _____

My M.A.S.H Story:

Growing up, I was told that I should prioritize _____Personal Values_____ when thinking

about my future. I went on to college and was able to pay for it with _____Ways to Pay_____ .

After lots of hard work I finally got my degree and became a(n) _____Jobs_____ . This was all

possible because I when I was in middle school a teacher said to me, " _____Things to do now_____

_____ ". Now I live in a _____Home_____ in the _____Location_____ area with

my family. With lots of hard work I should be able to retire at the age of _____Retirement_____ .

How does your M.A.S.H. story compare to the Blueprint you created in FutureSmart?

_____

_____

_____

_____

_____

_____

_____

_____

Explain what you like about your M.A.S.H. story and what aspects you wish you could change.

_____

_____

_____

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_____

What are some consequences to leaving your Blueprint up to chance or letting someone else create it for you?

_____

_____

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_____

What can you start doing now to ensure you stay in control of your Blueprint?

_____

_____

_____

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_____

_____

_____