

Alexander, Who Used To Be Rich Last Sunday

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Ages 5 and up

Parent Guide

Key Ideas: Decision Making, Prioritizing, and Saving

Before You Read

The goal of Money on the Bookshelf is to help parents talk with their children about money. Each story deals with some special ideas about money. The Parent Guide will help you talk about and use these idea.

Ideas, Definitions and Objectives

Idea: Decision Making

Definition: Many times there are different ways to do things or different ways to use resources. Decision making means making a choice among what to do or what to use.

Objective: to identify the possible choices we have and select the one that we believe will bring the best results.

Idea: Prioritizing

Definition: Sometimes we need to choose among several things. Prioritizing is arranging things in order of their importance to us.

Objective: to decide which things are most important to do or have.

Idea: Saving

Definition: Some things cost more money than we have at one time. Saving means putting money aside until we have enough to buy what we want.

Objective: to recognize that saving money can help us get what we need and want.

The Story

Alexander started the week as a rich young man. There were so many things he could do with a dollar. The money began to disappear.

Something to Think About

First, read the book yourself and think about these ideas

Alexander spent all his money.

How he spent it did not make him happy.

Sometimes we buy things we think we need instead of saving for something we really need or want.

Alexander learned that to save money is hard.

Sometimes deciding the best way to use our money can also be hard.

Every person has different ideas about how to use money.

Something To Talk About

Before you begin to read the story with your children, look at the cover of the book with them. Ask what they think the story will be about. As you read the story with your children, talk about these ideas.

How did Alexander get his money?

Where does your child get money?

Talk about all the ways Alexander used his money.

Was Alexander happy with how he used his money?

Ask your child what he or she has spent money for and then wished he or she had not spent it.

How did this make your child feel?

Ask your child if he or she ever saves for something.

Talk about how hard it is to wait and not spend.

Why did Alexander end up with only bus tokens?

Talk about how hard it can be to decide the best way to use our money.

Something To Do

Margarine Bowl Piggy Bank (Ages 4 and up)

This activity will help your child learn to save by giving him or her a place to keep money.

Use a plastic margarine or cottage cheese container to make a place to save money.

Cut a slit in the lid large enough to drop coins through.

To decorate the bank, help your child glue on pictures, play money or bits of ribbon.

Dream Cloud (Ages 5 and up)

This activity will help your child decide what it is important to save for.

Ask your child to draw a big puffy cloud.

Inside the cloud, ask your child to draw something he or she really wants or needs.

The item inside the cloud can also be a picture cut from a magazine. Talk with your child about how long it will take to save for the dream item.

Needs and Wants (Ages 5 and up)

This activity will help your child prioritize his or her spending decisions.

Look at the Needs and Wants sheet.

Have your child decide if each picture is something needed or something wanted just for fun.

Parents and children may not agree on what is a need and what is a want.

Coin Rubbings (Ages 6 and up)

This activity will help your child learn coin values.

Before we spend our money, we need to know how much we have.

For this activity you will need scissors, blank paper, crayons, and a penny, nickel, dime, and quarter.

Start with the penny. Remind your child that a penny is 1 cent.

Put the penny under the paper.

Have your child rub the long side of the crayon across the covered penny.

Rub until you see the penny appear on the paper. Do this with all the coins.

Each time, remind the child of how much the coin is worth.

Cut out the shapes and practice counting the play money.

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