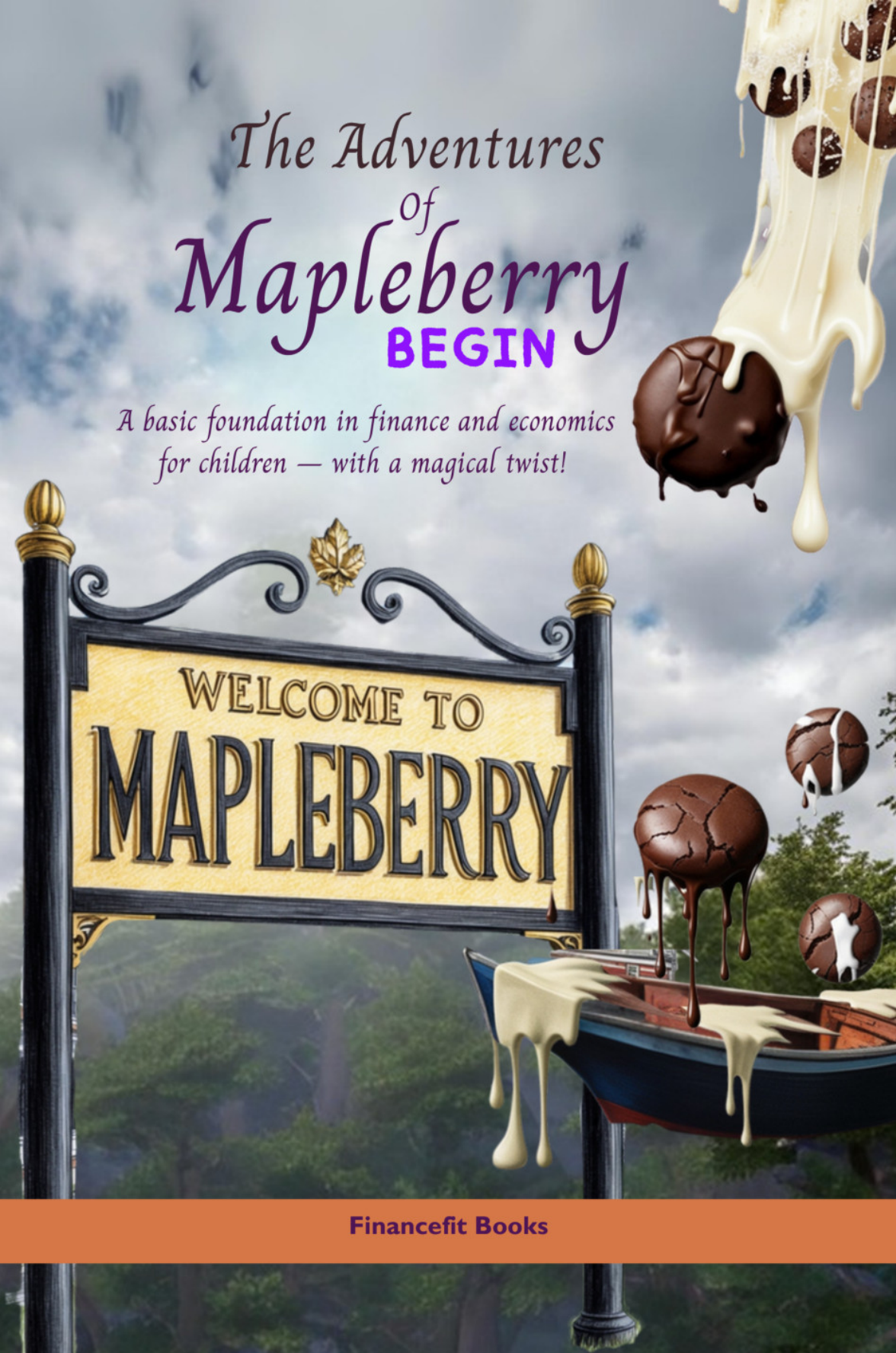


The Adventures of Mapleberry **BEGIN**

*A basic foundation in finance and economics
for children — with a magical twist!*

The background is a soft-focus landscape with green trees and a blue sky with light clouds. In the foreground, a black wrought-iron signpost with gold-colored finials holds a yellow sign with the text 'WELCOME TO MAPLEBERRY' in a stylized, dark blue font. A golden maple leaf is mounted on the signpost above the sign. To the right, a small blue boat with a red interior is partially visible, with white cream dripping down its side. Several chocolate ice cream balls are shown in various states of falling or melting, with white cream dripping from them. One large ice cream ball is at the top right, with a thick stream of white cream falling from it. Another is in the middle right, and two more are at the bottom right. The overall theme is whimsical and indulgent, reflecting the 'magical twist' mentioned in the text.

WELCOME TO
MAPLEBERRY

Financefit Books

The adventures of Mapleberry
Begin
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The Adventures of Mapleberry

Dive into a world where the role-players in the economy come to life as whimsical characters in a story that guides your child through the essentials of how the economy works.



Concepts in this Book:

- Division of Labour
- Economic Systems
- Entrepreneurship
- Incentives
- Money, Banks and Loans
- Opportunity Cost
- Saving and Spending
- Scarcity
- Supply and Demand
- Trade and Exchange

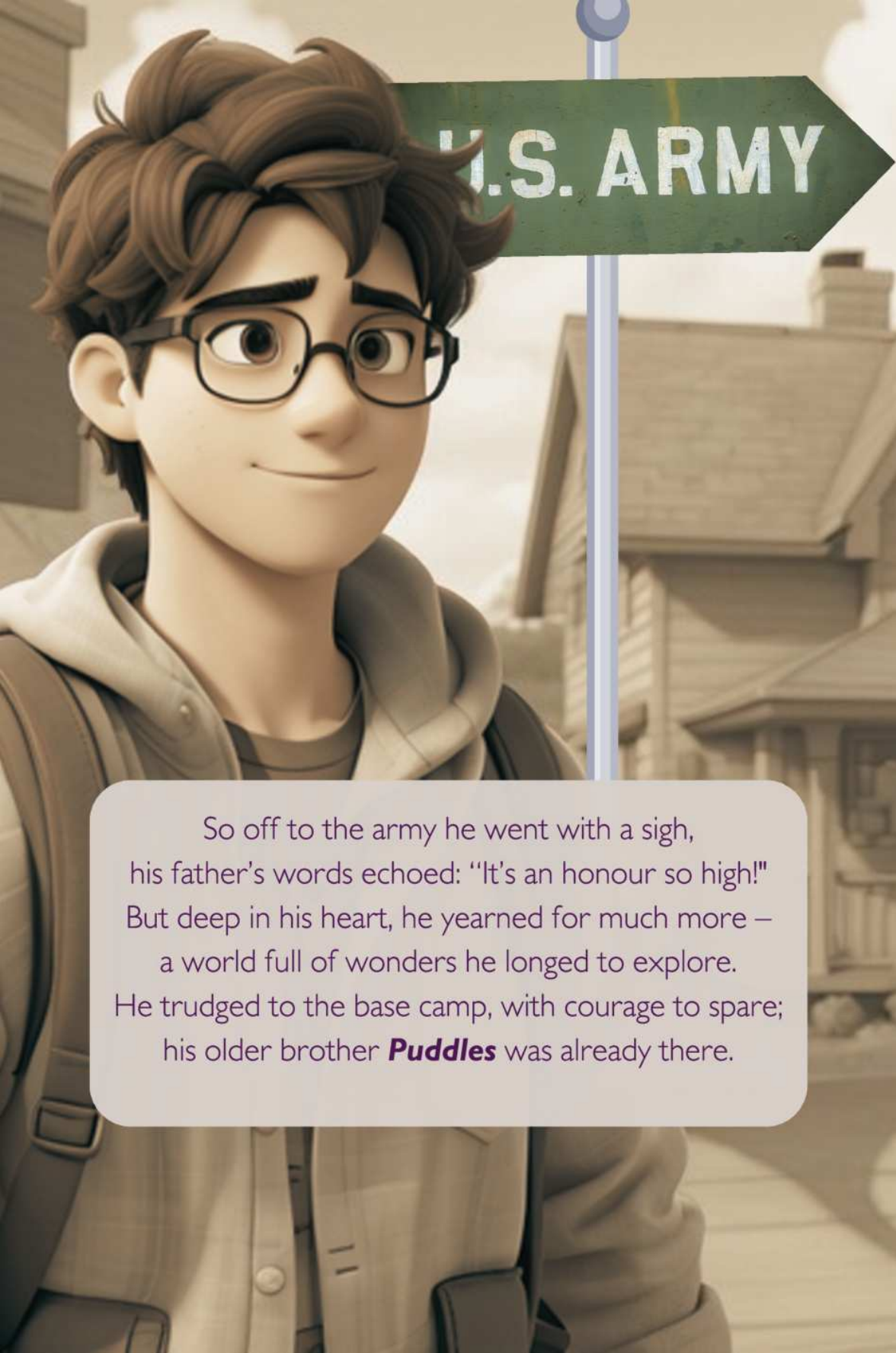
1. The Magical Mapleberry Forest is Discovered for the Very First Time!

Deep in the Mapleberry Forest lies a world unseen, hiding a precious little secret in its woods of evergreen. It was discovered by a quiet man with a worn-out shoe – just a humble traveller, passing through.

Mr Butterbloom seemed like a plain man, but inside his mind he had so many plans. His father would say that plans don't earn,

“but serving your country brings a decent return.”





So off to the army he went with a sigh,
his father's words echoed: "It's an honour so high!"
But deep in his heart, he yearned for much more –
a world full of wonders he longed to explore.
He trudged to the base camp, with courage to spare;
his older brother **Puddles** was already there.

The bushes were tricky – the map was no good,
poor Mr Butterbloom got lost in the wood.
He could barely see; the trees were so tight –
he pushed branches aside to clear his sight.

Then finally, the trees became less,
and branches few,
until it totally cleared, revealing an
unimaginable view:
a beautiful meadow, bathing in the sun –
beauty and awe all wrapped into one.





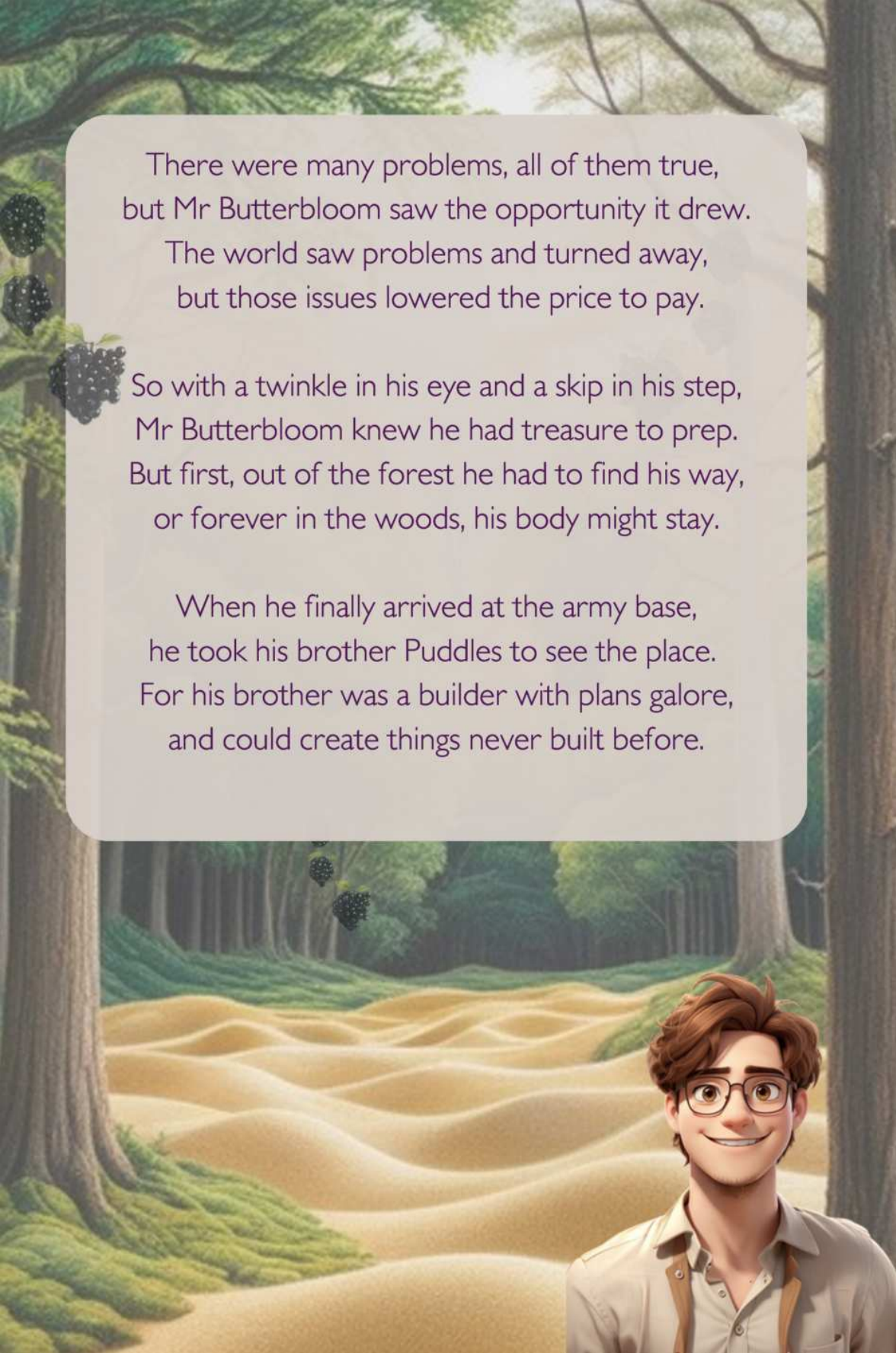
Surrounded by hills, valleys and streams,
what caught his eye was beyond his dreams:
a mighty pile of golden sand,
in a meadow where wildflowers usually stand.

A most pleasant smell was all around;
sniffing about,
behold – a forest tree he found.
A mighty river encircled it all –
“Home at last,”
Mr Butterbloom’s heart made the call!

“No building zone,” a sign did proclaim.
Mr Butterbloom sighed, “Oh, what a shame!”
Curious why, he tracked down the owner,
to learn why this land was left a loner.

The rainy season turns it into a lake –
flooding for months – a terrible fate.





There were many problems, all of them true,
but Mr Butterbloom saw the opportunity it drew.

The world saw problems and turned away,
but those issues lowered the price to pay.

So with a twinkle in his eye and a skip in his step,
Mr Butterbloom knew he had treasure to prep.
But first, out of the forest he had to find his way,
or forever in the woods, his body might stay.

When he finally arrived at the army base,
he took his brother Puddles to see the place.
For his brother was a builder with plans galore,
and could create things never built before.

Their father was unhappy, but Butterbloom tried,
to explain his vision with nothing to hide.

Time doesn't come in endless supply,
so what we do with it is a priority high.

“Those who farm best
should farm and sell to the rest,
pay a price and get a builder whose work is the best.
Those who raise cattle should let their milk and beef
expand,
and buy their veggies from farmers with the best fertile
land.

That's how we work together as a team,
each creating the best from our passion and dreams.”



Then Dad asked, "So, my son, what are your skills?
What can you do that can pay the bills?"

"Dad, my best work is the ideas that sprout –
from my mind, things no one else thinks about.
Everyone sees what this place can't offer,
but I see the resources – a hidden coffer.

This land has value, just lying around.
Look at the forest: that's firewood, paper, furniture, and
doors

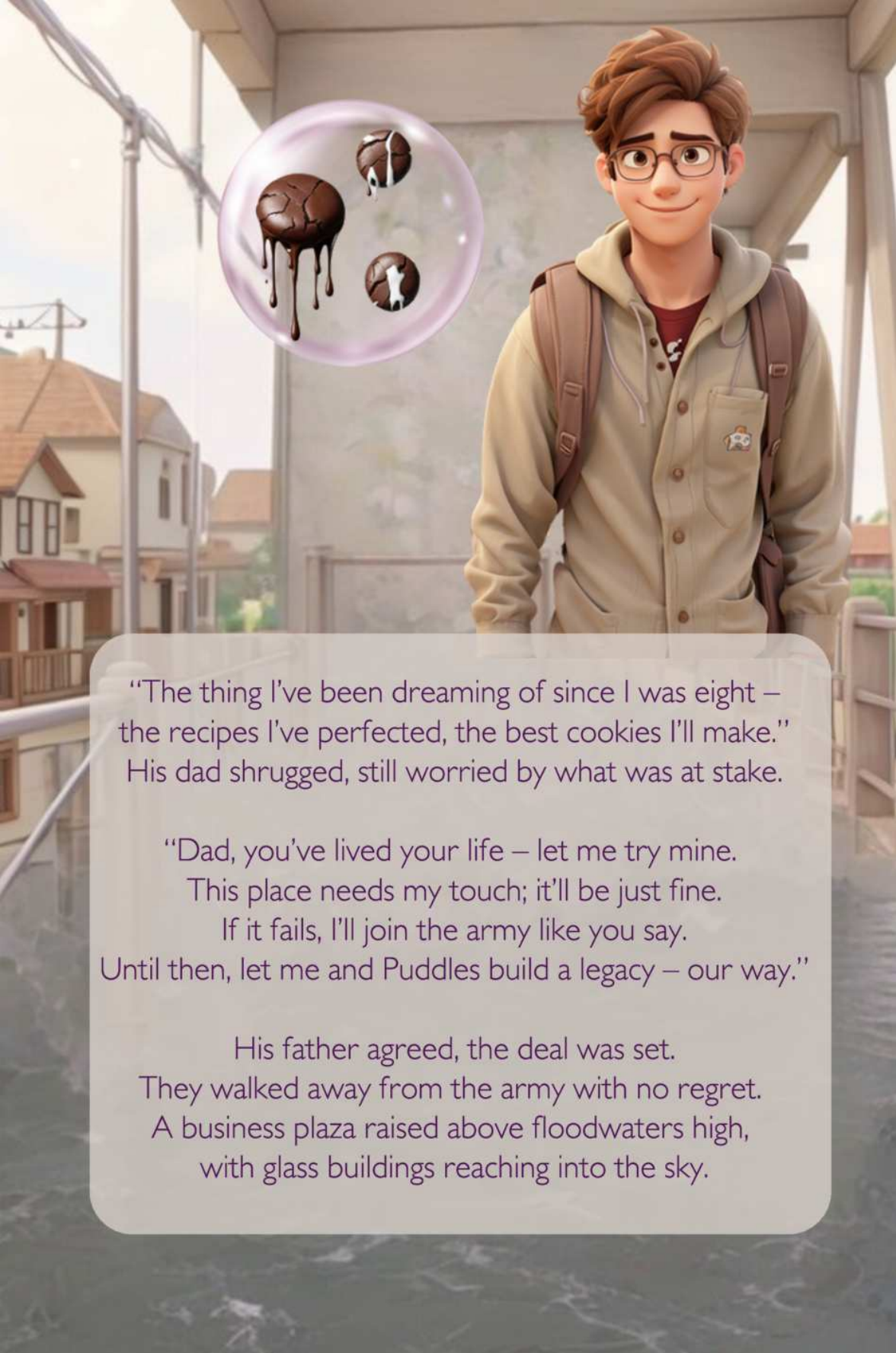
The river's flow can generate power to fill battery
stores.

And have you ever seen so much sand?
It's the key to glass, which is in high demand.

Tall glass buildings, with foundations high and grand
– in rainy seasons, they'd still stand –
and turn this place into a magical land."

"And what, in tall glass towers, will you make?"





“The thing I’ve been dreaming of since I was eight – the recipes I’ve perfected, the best cookies I’ll make.”
His dad shrugged, still worried by what was at stake.

“Dad, you’ve lived your life – let me try mine.
This place needs my touch; it’ll be just fine.
If it fails, I’ll join the army like you say.
Until then, let me and Puddles build a legacy – our way.”

His father agreed, the deal was set.
They walked away from the army with no regret.
A business plaza raised above floodwaters high,
with glass buildings reaching into the sky.

2. Mr Butterbloom Secures a Loan



PIGGIESAVER BANK

But to build a factory and a candy town, he needed more money, so he looked around.

Mrs Pigglesworth at **Piggiesaver Bank**, was able to lend him a helping hand.

"I need some more funds," he said with a frown, "to build a factory in a nearby, soon-to-be town." She asked, "Have you thought about taking a loan?" Mr Butterbloom raised a brow, feeling quite alone.

"There are ways to get money, you see –
work and earn, save, or borrow for a fee."
"But why would someone lend their savings to me?"

"To earn more money – that's the key.
You borrow now – and pay back a bit more,
it's interest – the extra is what they're working for.
You get what you need, they earn on the side –
a fair little system, if wisely applied."

"But what if I can't repay the loan?"

"We discuss the risks –
you're not alone.

You can sell your land or work to pay,
or extend the time – there's always a way."



Mr Butterbloom thought,
“I have land, ideas, and labour strong,
but how much will they lend – and for how long?”

Mrs Pigglesworth found three who would lend,
each with some money they were eager to spend.

The first wanted ten percent, the second just eight,
the third, happy with seven – sealed Butterbloom’s fate.

With lenders competing, the rate came down –
Mrs Pigglesworth smiled; she’d earned her crown.

She secured the funds, negotiated the fee,
and Mr Butterbloom’s dream was no longer a plea.

With money in hand, his factory arose,
his heart full of joy for the path he chose.

Thanks to Mrs Pigglesworth,
who brought them as one,
a candy town world rise –
and a dream had begun.
But there was still one obstacle in
their way:
where were they all going to stay?



3. Puddles' Huddles

Before Puddles joined the army,
he was a builder so wise —
old houses he could fix, to everyone's surprise.
Mr Puddles was the best to solve their current plight,
so he walked the land from morning until night.

He returned with a furrowed brow,
an idea strange and new:
“We’ll build a U-shaped house —
one that floats with the tide too!

No house can withstand the flood built on land,
but ours will rise with water, just like we planned.”

“When the river swells
and waters strive,
this house won’t sink —
it’ll float and thrive!”





“Anchored strong with chains, it’ll stay in one place –
during flood season, it’ll be our safe space.
A **Huddle** we’ll call it, to fit with my name –
an idea so bright, it’s worthy to claim!”

Mr Butterbloom was thrilled but warned,
“We should start right away.
The rainy season’s coming –
we must be ready before that day.”

Till then, they needed shelter –
a place to rest their heads.
Their father said, "It's not far away,
and I have a spare bed."

In the attic stood a double bed,
but the roof panels were loose and bare.
There was bird poop everywhere,
even on the bed they'd have to share.

Sharing a look, they said loud and clear:
"Thanks, Dad... but we're not staying here!"
So they camped in tents and worked fast and hard,
determined to finish before the floodwaters start.

Grinding and hammering, drilling away,
building their Huddles come night or day.



Their floating Huddles soon became their pride –
magical homes that gently rode the tide.
Working double shifts, they made it their quest,
to finish each one before the flood's final test.

The rain poured down, and the waters did rise,
but their floating homes brought joyful cries.
“Look!” they cheered, “We’re floating with the tide –
now let’s build a town where we can all reside!”



4. *A Tale of the Rare Forest Tree*

But first, a name they needed for the land they own,
as it would soon be the place they called home.

The old owners chuckled and teasingly told,
“It was once named ‘the place where homes die’,
in stories of old.”

But the brothers sought something true to the land,
and the previous owners lent them a hand.

The forest they owned had trees quite rare,
with sweet, black, syrupy fruits beyond compare.

These trees grew nowhere else, with fruit in the spring,
but perfuming the air was an all-year thing.
It smelled of rosewater, crystal, and starfruit galore –
a scent you won’t know unless you’ve been there
before.

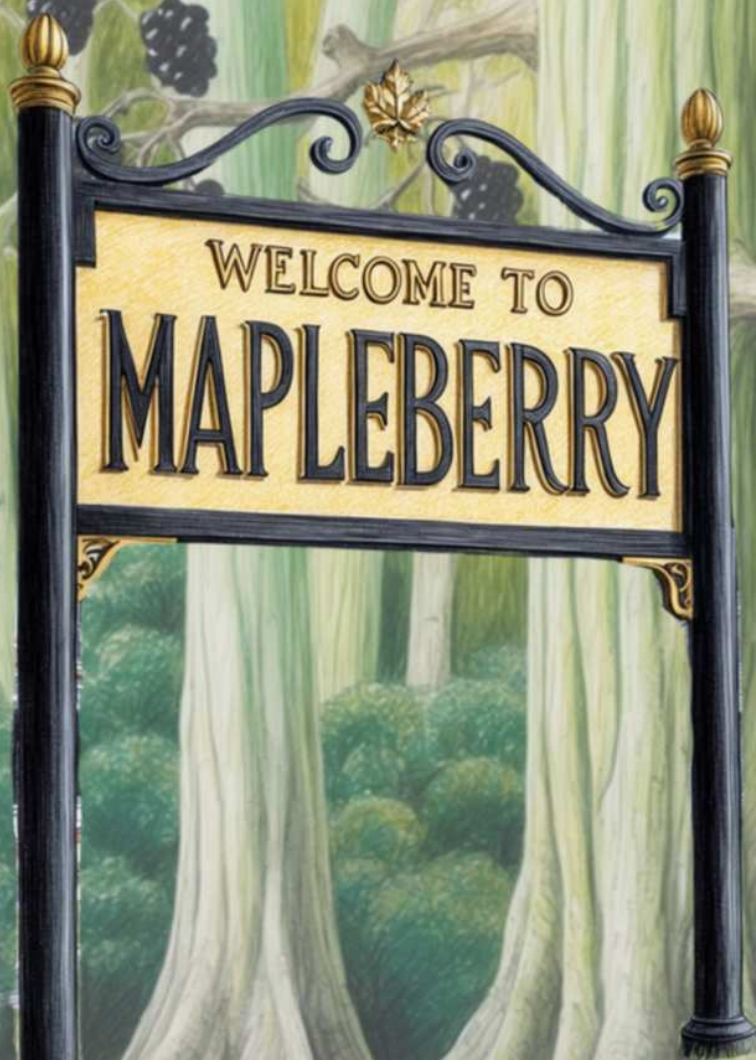
Growing tall, they’re called the **Mapleberry tree**,
and grant those who come near a small gift for free.

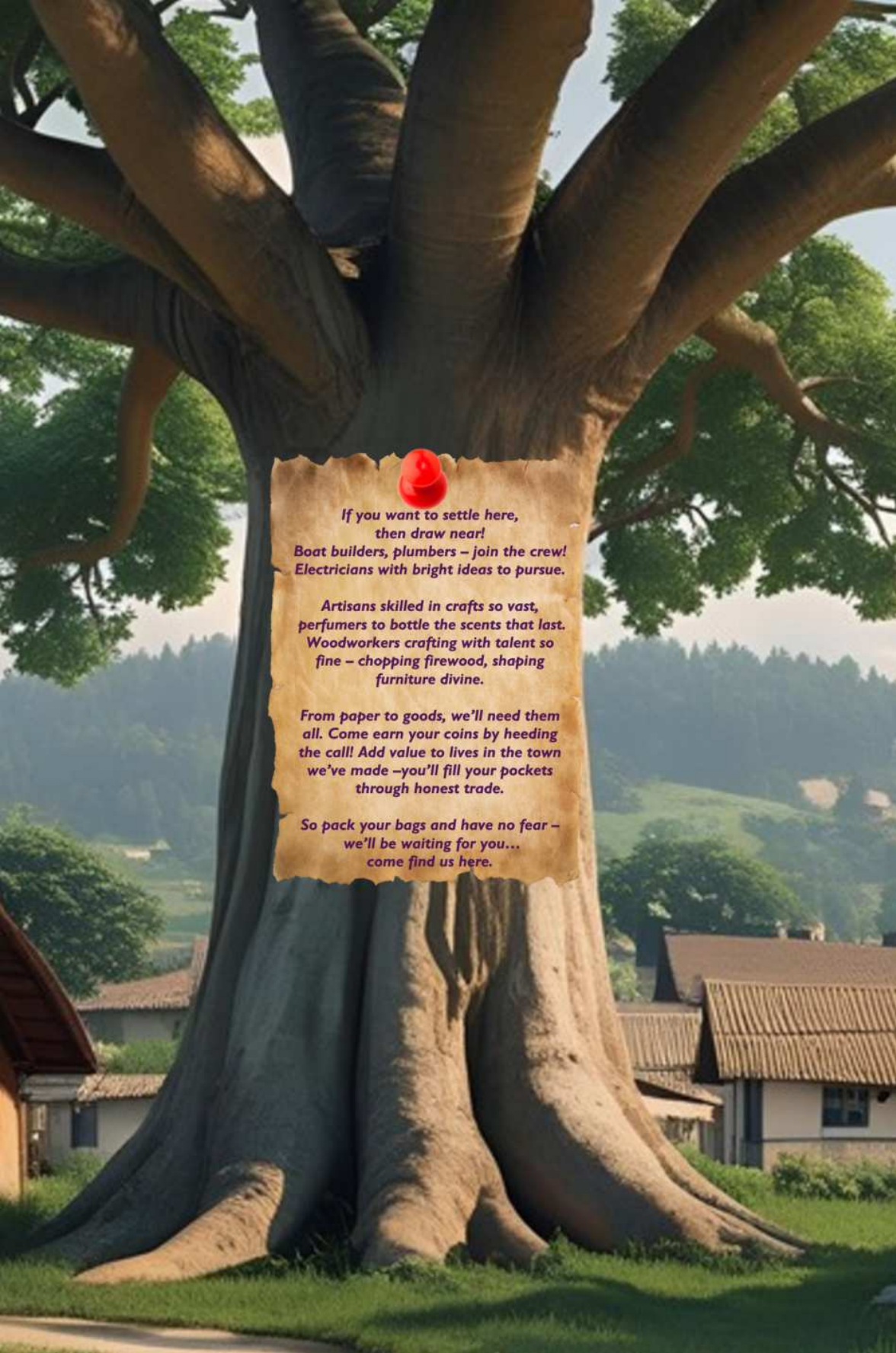
WHERE
HOMES DIE

The brothers were charmed by the story of the past,
and named their land **Mapleberry** at last.

A land once called cursed, where few dared to tread,
now offered rich soil to earn daily bread.

They put out the call for all to hear:





*If you want to settle here,
then draw near!
Boat builders, plumbers – join the crew!
Electricians with bright ideas to pursue.*

*Artisans skilled in crafts so vast,
perfumers to bottle the scents that last.
Woodworkers crafting with talent so
fine – chopping firewood, shaping
furniture divine.*

*From paper to goods, we'll need them
all. Come earn your coins by heeding
the call! Add value to lives in the town
we've made – you'll fill your pockets
through honest trade.*

*So pack your bags and have no fear –
we'll be waiting for you...
come find us here.*

5. Called to Belong

In a cosy little village, not too far away –
a lady heard the news about Mapleberry today.

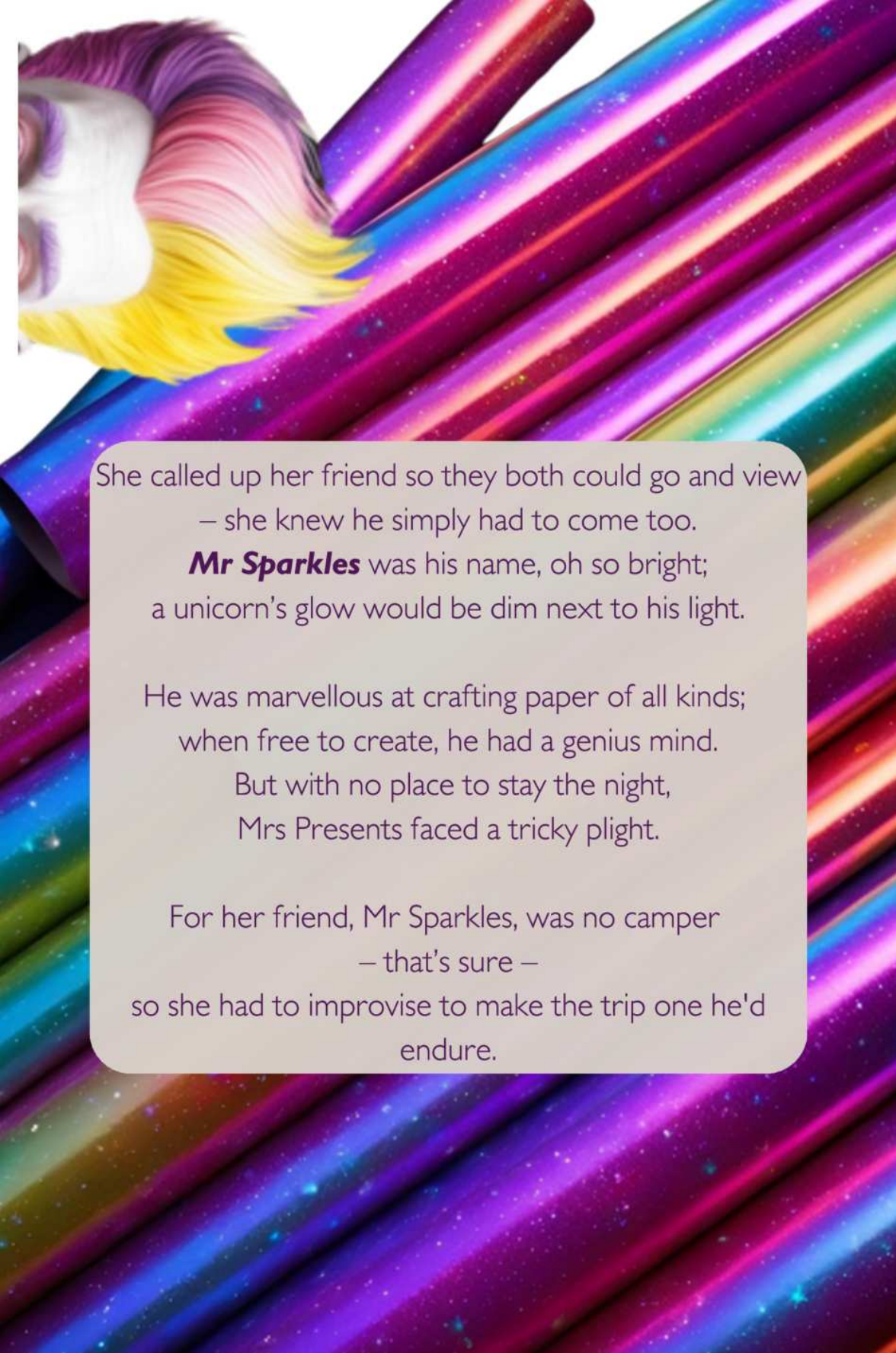
Meet **Mrs Presents** – joyous and round,
with perfumes that astound and laughter profound.

Her jolly chuckles fill the air,
like a catchy tune beyond compare.

She was enjoying a cup of good-quality tea –
when the news reached her about the Mapleberry tree.

At once, she jumped from
her chair,
knowing she had some
talents to share.
She dreamed of scents
from a tree so rare,
and flavours that danced
through the air.





She called up her friend so they both could go and view
— she knew he simply had to come too.

Mr Sparkles was his name, oh so bright;
a unicorn's glow would be dim next to his light.

He was marvellous at crafting paper of all kinds;
when free to create, he had a genius mind.

But with no place to stay the night,
Mrs Presents faced a tricky plight.

For her friend, Mr Sparkles, was no camper
— that's sure —
so she had to improvise to make the trip one he'd
endure.

She pitched a tent for him – tall enough to stand –
and laid down a Turkish carpet to cover the sand.

Fairy lights were strung to bring gentle light,
and when switched on – it was a cosy sight.

A coffee maker stood ready for morning brew,
and for dinner she planned a hearty stew.

He was a bit of an eccentric, indeed,
but Mrs Presents knew he was just
what Mapleberry would need.



Oh, how Mr Butterbloom grinned ear to ear –
the sight of Mr Sparkles filled him with cheer.
With hair that glowed in yellow, pink, and purple,
and in his arms – a most peculiar turtle.

No matter the place, grandeur he'd share –
making the world brighter with style and flair.



He gazed up to the treetops, where they meet in the sky,
then smiled with a twinkle in his eye:

“I’ll need a tall building that shimmers and shines,
stretching up high in dazzling designs.

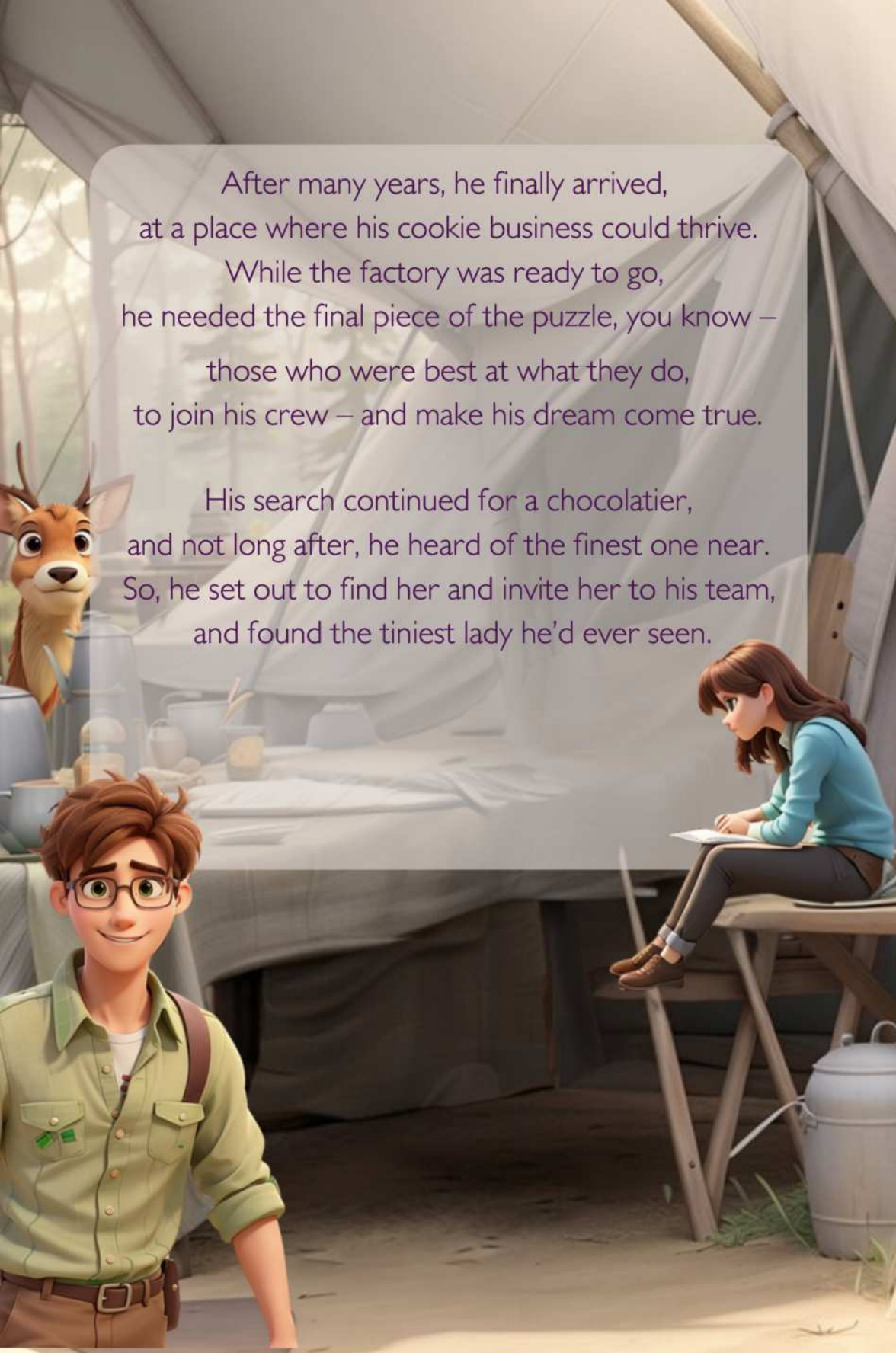
“Our workers must love every inch of this space –
not just a sad little corner, but a magical place.

If you can build this, as majestic as me,
I’ll wrap all your candies as beautifully as can be.”

Mr Butterbloom nodded – indeed, they agreed –
they’d build him the highest tower he’d ever need!
And so Mr Sparkles and Mrs Presents came on board,
with paper and heavenly scents in store.

Now Mr Butterbloom had to focus on his own dream,
and search for his very own magical team.





After many years, he finally arrived,
at a place where his cookie business could thrive.

While the factory was ready to go,
he needed the final piece of the puzzle, you know –
those who were best at what they do,
to join his crew – and make his dream come true.

His search continued for a chocolatier,
and not long after, he heard of the finest one near.
So, he set out to find her and invite her to his team,
and found the tiniest lady he'd ever seen.

7. In Search of Coco

Mr Butterbloom set out to find the lady with flowing black hair.

Her name was Cooksewella Crayola Contovort – but people called her **Coco** for short.

She has the secret weapon that Mr Butterbloom needs – the special ingredient that made Buttercrunchies complete.

It was the soft, yet crackling chocolate she alone could create – a recipe passed down from her nana's estate.

For his cookies to be the best of the best, he needed the finest products – nothing less.

Coco was happy to have her own venture, and decided to join the Mapleberry adventure.



8. *Fluff Worth Finding*

Mr Butterbloom had another quest —
for cookies that were simply the best.
He needed marshmallow fluff, light as a feather,
to bring all his sweet creations together.

He searched high and low, near and far,
for the perfect fluff to raise the bar.

Many offered their sugary stuff,
but none could make it quite fluffy enough.

Then came **Mr Feathers** — tall and thin,
with glasses perched upon his grin.

Hardworking, quiet, a man of few words,
with a cat whose long neck stretched out like a bird's.



"Let me think."
"Very well, then."
"Indeed — let's go!"
"I will check."

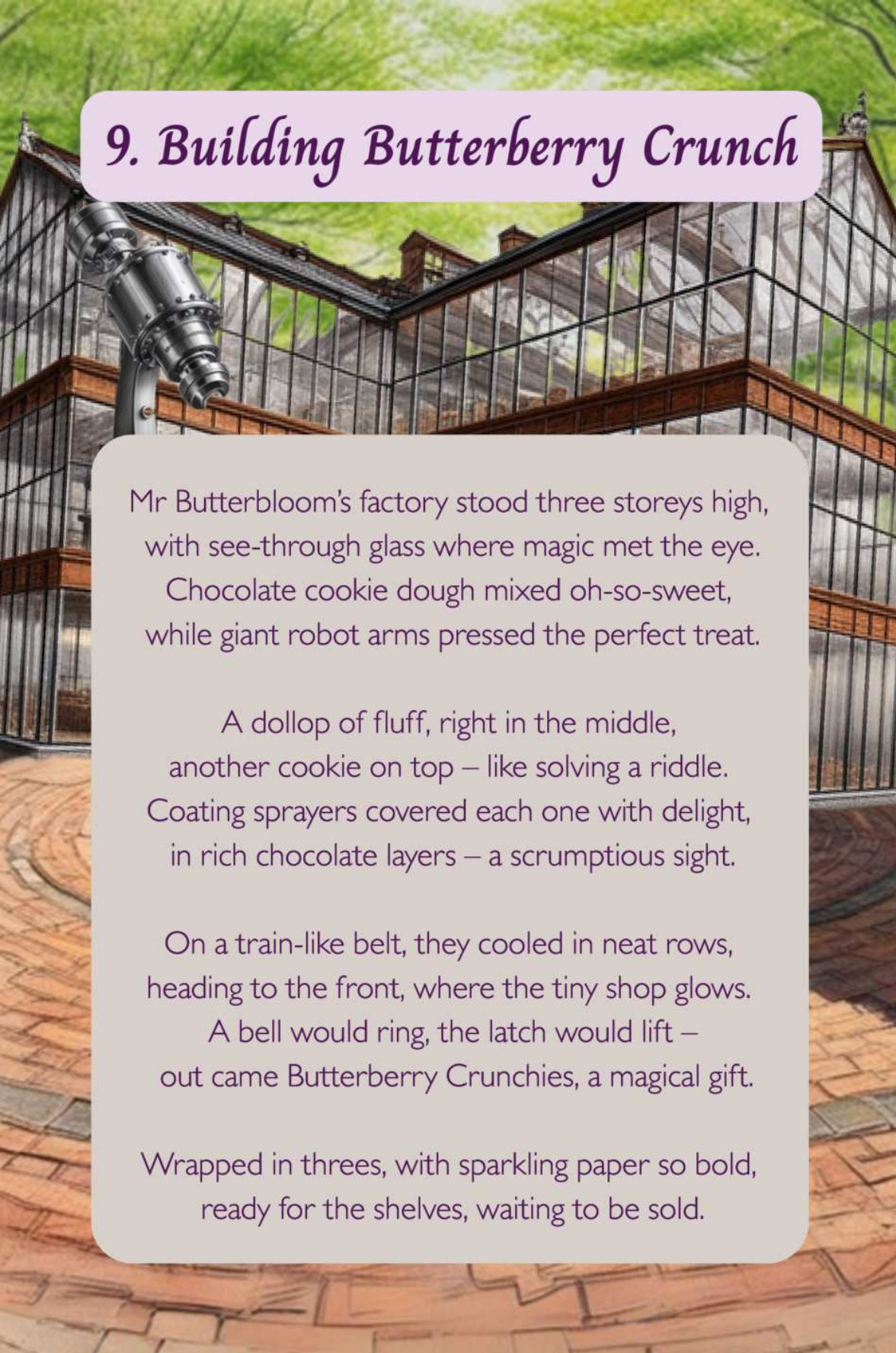


His sentences were brief
– no more words than three –
but his fluff? Oh, it spoke magically!
Soft and rich, a flavourful delight,
it was fluffy perfection: airy and light.

“What’s your secret?” Mr Butterbloom asked.
How had he so vastly surpassed?
Others used sugar – some even malt –
but Mr Feathers’ secret was honey, by default.

A bit more expensive, yes – but the best,
for cookies that outshone all the rest.





9. *Building Butterberry Crunch*

Mr Butterbloom's factory stood three storeys high,
with see-through glass where magic met the eye.

Chocolate cookie dough mixed oh-so-sweet,
while giant robot arms pressed the perfect treat.

A dollop of fluff, right in the middle,
another cookie on top – like solving a riddle.
Coating sprayers covered each one with delight,
in rich chocolate layers – a scrumptious sight.

On a train-like belt, they cooled in neat rows,
heading to the front, where the tiny shop glows.

A bell would ring, the latch would lift –
out came Butterberry Crunchies, a magical gift.

Wrapped in threes, with sparkling paper so bold,
ready for the shelves, waiting to be sold.

In the months that followed, Mr Butterbloom worked
with delight,
crafting the best chocolate cookies – morning till night.

A year had passed, his dream now near;
It was time to spread joy to Mapleberry, so dear.

The town's excitement was hard to contain –
they'd watched the work and were thrilled to gain:
a genius creation they'd proudly own,
one that would draw crowds from far and unknown.



10. *The Sweetest Day of All*



All were abuzz, hustling with cheer –
at last, the grand opening day was here!
Long queues formed, wrapping 'round the block,
all eyes wide at the chocolate-swirl shop.

Aunty Mary had saved up because she knew,
her grandkids would want at least one or two.
While **Shelly** broke her piggy bank with care –
coins from her chores now clinking in air.

Everyone wanted a taste – that magical bite –
each cookie delivered pure delight.

The first day was wild, a roaring success,
though some folks' savings were left in a mess.

They sold out quickly – the cookies were a hit,
with people trading in line, not willing to quit.
Mr Butterbloom's treats brought smiles and more,
lifting Mapleberry's hearts – and taste buds – to soar.



11. *Business Blooms in Mapleberry*

Since Mapleberry started, within a year,
many had joined and settled here.
They found new ways to chat and trade,
swapping goods for things they'd made.

Mrs Presents would trade her sweet scents
for **Mrs Pitter-Patter**'s bread – heaven-sent.
Mr Peterson swapped his firewood with ease
for chicken eggs and a block of cheese.

Fair trades were made with a smile and a shake,
each one deciding what to give and take.

This is how they earned their daily bread –
exchanging what they had for what they wanted instead.

Barter trading, this was called:
a way to swap goods and services of old.



But if you couldn't trade what you had for what you
need,
you'd use the bills and coins that Mapleberry decreed.

Not rands or cents, not euros or pence –
but **clads** and **cloots** were the currency hence.

These coins and bills were the town's fair dues –
the money that everyone in Mapleberry used.

A community built on kindness and care,
making Mapleberry a place beyond compare.



12. *Mapleberry Goes Global*

No sooner had everyone a business to run, than out of control their selling had spun. Suzie set up her stall right in the walkway, upsetting dog owners with no room to stray.

Prices were shouted over one another everywhere, making peaceful shoppers give them horrible glares.

The factory owners gathered and said, "It's a stampede out there – something we dread! We need a better way to sell for our daily bread."



A place to buy and sell – orderly and neat –
where anyone could find you if your product was what
they'd need.

They searched the land and found the perfect spot:
a lane of trees from the meadow to the forest's plot.

They asked Mr Puddles to design a big huddle,
to keep them all dry when the rains made a puddle.

They could now sell their goods
without worry or shame –

Maple Marquee they named it,
and that's where all the shoppers came.



That's where everyone would go to sell their wares –
no more shouting, no more glares.
Soon, folks from neighbouring towns heard
the news too,
and asked, "Could we get some Maple Marquee
goods for us too?"



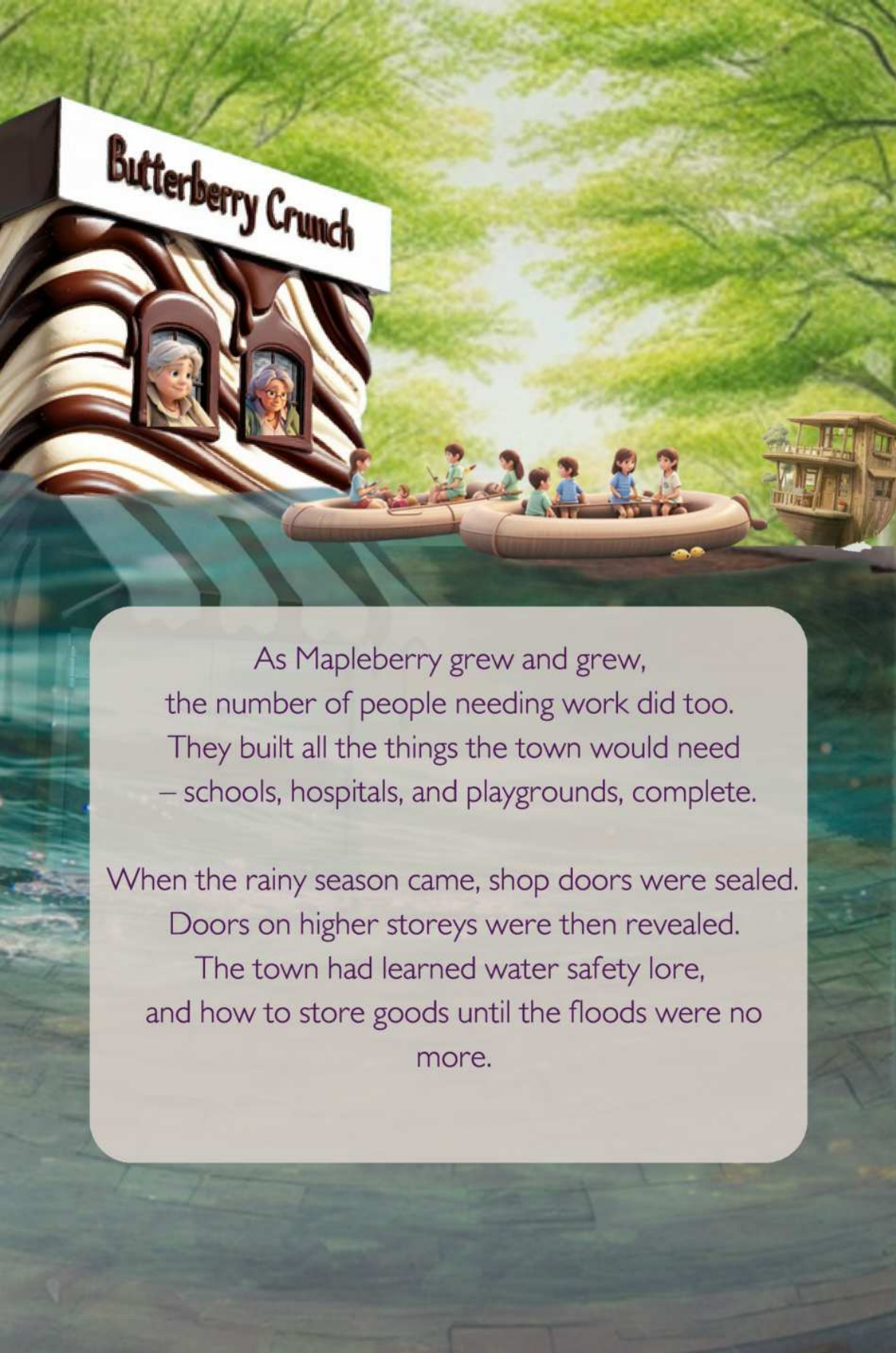
As long as it came from the leftover supply,
so the town itself wouldn't run dry.

Anything extra was sold to a guy –

Mr Exportius was the one to call,
if you wanted your goods outside
Maple Marquee's wall.

He charged a small fee to each eager land,
making his living through **supply and demand**.





As Mapleberry grew and grew,
the number of people needing work did too.
They built all the things the town would need
– schools, hospitals, and playgrounds, complete.

When the rainy season came, shop doors were sealed.

Doors on higher storeys were then revealed.

The town had learned water safety lore,
and how to store goods until the floods were no
more.



And so the story of Mapleberry goes,
where creativity and problem-solving
majestically flow.

If you have skills to share and a dream in
your heart,
then Mapleberry's magic is where you can
start.

A whimsical illustration of a forest river scene. On the left, a large wooden boat with a tan canopy is docked. In the center, two small rowing boats with people are on the water. On the right, several multi-story wooden houses are built on floating platforms. Sunlight beams through the dense green forest in the background. The title 'THE END' is written in a large, purple, serif font across the center.

THE END

What Does Mapleberry Teach Us?

In the story, **Mapleberry** created its own economy – where people used their skills, traded fairly, worked together, and solved problems as a team.

Common Types of Economic Systems:

Market Economy

Decisions are made by individuals and businesses.

Example: *United States.*

Command Economy

The government controls most of the economy.

Example: *North Korea.*

Mixed Economy

A blend of businesses and government making the decisions.

Private businesses operate, but the government steps in to provide services or solve problems.

Example: *South Africa, United Kingdom.*

Traditional Economy

Based on customs, traditions, and what has always been done.

Common in rural or tribal communities.

Example: *Certain Indigenous groups.*

What Type of Economy Does Mapleberry Seem to Have?

Answer:

A market economy.

Decisions are made by individuals and businesses. Prices and production are guided by supply and demand.

An economy can be seen as the “rules of the game” for how money and goods move around in a society.

In Mapleberry, the economy provides business owners with the opportunity to create and sell a service or product – and what you earn depends on how many people want to buy it.

Why Does an Economy Matter?

Your country's economic system affects:

- Your job opportunities
- How much things cost
- Whether healthcare or education is free or paid out of your own pocket
- How money is shared

In short, it shapes the way people live, work, and trade.

What Does an Economy Do?

An economy helps:

- People find work and earn money
- Shops and businesses sell things we need
- Governments build roads, hospitals, and schools
- Farmers grow food, builders build homes, and factories make products

The economy keeps the country moving.

What is a Producer?

A **producer** is someone who makes or grows things so that other people can buy or use them – like someone who bakes bread or grows apples.

Can you find ALL the producers in this book who make products for Mapleberry?

What do they make or provide for the people of Mapleberry?

Producers of Products

Answers:

Named Producers in Mapleberry:

Mr Butterbloom – Cookies

Mrs Presents – Perfumes

Mrs Pitter-Patter – Bread and baked goods

Mr Peterson – Firewood

Unnamed Producers

A man selling chickens

A man selling eggs

A lady making cheese



Service Providers

Answers:

Mrs Pigglesworth – Banking services
(although not in Mapleberry, she
helped fund Mapleberry).

Mr Puddles – Building shelters and
Huddles.



What is a Consumer?

A **consumer** is someone who **buys and uses** the things that are made.

For example: a consumer of **Butterberry Crunch** is someone who buys and eats the chocolate cookies.

Anyone who buys something to use or eat for themselves is a consumer.

Can you think of someone specifically mentioned who was a consumer of Butterberry Crunch cookies on opening day?

Answers:

Aunt Mary
Shelly



Who is NOT a Consumer:

You are **not a consumer** if you buy something to use in **your business** – or to resell it.

An example would be Mrs Pitter-Patter buying eggs to bake her bread.

That means she is not a consumer of eggs – she is using them as part of her business to produce another product.

In this case, she is a **commercial user of the eggs, not a consumer.**

Eggs that are used in **her business** to bake bread are called **input products**.

The eggs she buys for **her family** to eat would count as her being a **consumer of eggs**.

What is a Supplier?

A **supplier** is someone who **provides** the products needed to make something.

A supplier is a producer of a product but supplies it specifically to someone who will use it in another product or service.

Can you identify all the suppliers that provide Mr Butterbloom with the ingredients and materials needed to complete his cookies – from the factory to the final product, wrapped and ready to be sold?

Answers:

Suppliers for *Butterberry Crunch*

Mr. Feathers, Coco, and Mr. Sparkles are all producers – but they do not sell their products directly to the public. They supply them to Mr. Butterbloom to use in making his cookies. Therefore, even though they are producers, they are also called **suppliers** or **wholesalers**.

They sell their products in bulk to one person, who then uses them to make another product.



Role-Players of Mapleberry

Producers in Mapleberry

These producers are also suppliers for **Butterberry Crunch**.



Goods and Services Mapleberry Marquee



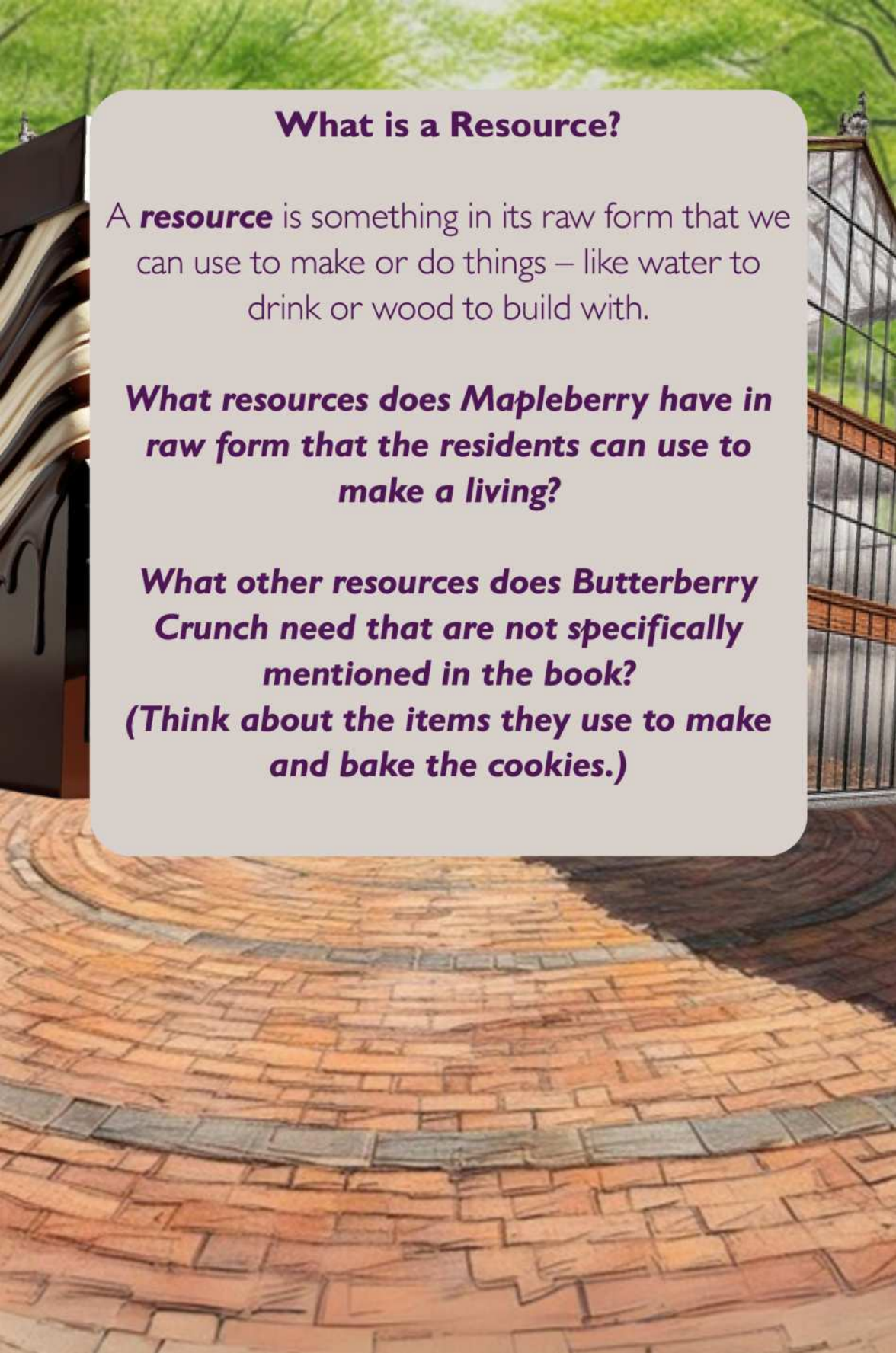
Local Consumers

Everyone in Mapleberry who buys something for their personal or family use.



Foreign Consumers

Consumers outside of Mapleberry who buy from Mr Exportius.



What is a Resource?

A **resource** is something in its raw form that we can use to make or do things – like water to drink or wood to build with.

What resources does Mapleberry have in raw form that the residents can use to make a living?

***What other resources does Butterberry Crunch need that are not specifically mentioned in the book?
(Think about the items they use to make and bake the cookies.)***

Answers:

Mapleberry's Resources:

- Forests
- Forest tree fruits that grow only in Mapleberry
- Lots of sand
- Skilled workers who can turn resources into goods
- Water

Resources That Butterberry Crunch Needs:

Everything that the factory needs to make cookies, such as:

- Flour
- Ovens
- People who bake them (called *labour*)
- Sugar
- Utensils

Resource Guide

Chapter 1: Scarcity

Scarcity means that nothing comes in endless supply.

Everything can run out. It's the same with our time – we don't live forever – and we only have a certain amount of time, so we must choose how to use it wisely.

Have you ever had to choose between two things because you couldn't pay for both?

Have you ever decided between two sports or hobbies because your time didn't allow you to do both? That is because scarcity forces us to choose, as nothing comes in endless supply.

***Can you recall what scarce resources
Mapleberry had for its residents to use?***

Answers:

Rare fruits, Rare trees, Sand, Water and Wood

Chapter 1: Opportunity Cost

When you choose one thing, you give up something else. That's your *opportunity cost*.

Mr Butterbloom chose to use his time for something he cared about, rather than joining the army. That choice had a cost – but also brought big rewards.

Think of being invited to two friends' birthday parties at the same time. You cannot attend both, so you choose. Let's say the one you didn't go to had a jumping castle. Your opportunity cost was giving up the jumping castle to attend the other party.

What opportunity cost did Puddles face when he chose to come to Mapleberry?

Answer:

A stable income and a job in the army.

Chapter 2: Spending to Earn **(*Capital Investment*)**

Spending to earn means using your money to buy something that helps you make more money – like buying an oven so you can bake and sell cupcakes.

Spending to Use **(*Consumption*)**

This means using money to buy things you use, like food, clothes or toys.

Spending to consume means using your money to get something you enjoy or need – like buying an ice cream or toothpaste to keep your teeth clean.

Chapter 2

You Can Get Money By:

- Working for it and getting paid (a job)
- Starting a business and making a profit
- Borrowing it from someone

Savers

Savers are people who put money aside instead of spending it all.

Mrs Pigglesworth finds people who have saved money and connects them with people like Mr Butterbloom, who will pay them a fee (*interest*) for using their money.

Borrowers:

Mr Butterbloom **borrow**s money from the **savers** so he can build his factory.

Chapter 3: Money

Money is used to buy goods and services. It comes in different forms, like coins and bills, and you earn it by working or doing tasks.

In our story, money can also come in the form of a loan.

If you don't have money of your own, you can borrow some from someone else – and in return, you give them a fee (called *interest*) for lending it to you.

Mrs Pigglesworth brings these borrowers and savers together.

In return, the Piggybank also earns a fee from both of them.

All three of them help one another.

Chapter 3: Incentives

Incentives are rewards that motivate people to do something.

What incentive did Puddles and Butterbloom have to work day and night on their Huddles before the rain started?

Answers:

Their incentive to work long hours was so they wouldn't have to sleep in the rain or in their father's smelly attic.

Labour Market and Focus

People offer their work in return for pay or to earn a profit, and they choose jobs they're good at.

Mapleberry invites skilled people – like bakers, builders and perfumers – who choose jobs that match their talents.

Chapter 3 cont.: Division of Labour

People often specialise in doing certain jobs or tasks, which helps them become more efficient and productive.

This can be explained through simple examples – like how a grocery store has different workers such as cashiers, stockers, and managers. This is called dividing labour between a group of people.

Why can't Mr Butterbloom just do everything himself?

Answer:

Because he does not have the skills to do everything. He also does not have the time to do everything himself. This is due to the scarcity of his time and the time.

Chapter 4: Entrepreneurship

Entrepreneurship means starting a new business or idea to solve a problem or meet a need.

Can you name all the entrepreneurs in Mapleberry?

Answer:

All the producers in Mapleberry who started their own businesses are called entrepreneurs.

Chapter 5 : Wealth Creation

You create wealth when you make something from a raw product through smart work and ideas.

Mr Butterbloom turns a forgotten forest into a thriving business town full of trade and opportunity. He uses raw materials and turns them into something that can be used and sold for a profit.

Chapter 6: Skill and Passion

Mr Butterbloom had a passion from a young age that, many years later, he was able to use as a skill to build a business.

Sometimes our passions can become our jobs – for example, if you play the piano, you can become a pianist. Sometimes, they are just for fun.

However, if you have a skill, you have options to use it later in life.

Networking / Partnerships

Connecting with others to share skills, ideas, or resources.

Mrs Presents invites Mr Sparkles to Mapleberry, bringing his paper-making abilities to the town. Mr Puddles was someone in Mr Butterbloom's network whom he called on to help solve a problem.

Sometimes, we don't always have to know the answers – but we need to find someone who does.

Chapter 7: Estate

An estate is everything that someone owns. Once that person passes away, they leave their belongings to another person through their estate.

Coco's chocolate recipe was part of her Nana's estate, which she inherited and used to join Mr Butterbloom's business venture.

Your estate tells others who should receive your belongings after you die.



Chapters 7 and 8: Superior and Inferior Products

Some products are better quality than others and may cost more.

Mr Butterbloom chooses Mr Feathers' fluff because it's lighter and tastier, even though it costs more. It is considered a superior (better) product compared to other people's marshmallow fluff.

Coco also delivered a superior product compared to other chocolate makers. That means the other chocolate Mr Butterbloom considered was seen as an inferior product.

Have you ever bought something cheap that didn't last long or didn't taste as good? That could be seen as an inferior product.

Chapter 9: Economic Activity

Building a business means you are growing the economic activity of that town. It creates jobs and production that help a community grow.

Mapleberry's cookie factory and other businesses all create economic activity that helps the town thrive.

Think of all the people who now have opportunities to earn more money and start a business because of Mapleberry.

This is how we grow opportunities and build wealth.

Chapter 10: Saving and Spending

Making money means you can save and spend. We spend money to live, and we save money for when we might need it in the future – or to invest and grow it.

Chapter 11: Barter Trading

Bartering is trading goods or services without using money.

In Mapleberry, Mrs Presents traded perfume for bread, and Mr Peterson traded firewood for cheese and eggs.

Have you ever traded a toy or snack with a friend?

Trading with Money

Using coins or bills to buy goods or services instead of trading things.

Mapleberry uses clads and cloots as money when bartering becomes difficult.

Have you ever had something to trade, but no one wanted it? You couldn't trade it for something else because it wasn't an item anyone needed.

That's why money makes things so much easier.

Chapter 11: Trade and Exchange

Exchanging goods and services between people or towns.

When another group of people or a town does not have enough of a product, they can trade for it or buy it from another town.

Currency

Currency is the specific kind of money used in a place.

Mapleberry doesn't use dollars, rands, or euros – they use their own currency: **clads** and **cloots**.

Chapter 12

Imports and Exports

Exports are goods sent out; **imports** are goods brought in.

Mapleberry exports extra products through Mr Exportius to other towns and earns money in return.

Economic Activity:

Just like a growing business helps increase economic activity, the same happens when goods from a town are exported to other towns. It means that excess products are not wasted, but instead bring more money into the town from nearby towns.

Exports are therefore also part of economic activity.

About This Book:

Unlock the Secrets of Money with ***Adventures of Mapleberry*** – A Must-Have for Every Parent!

In a world where understanding money is crucial but often overlooked, ***Adventures of Mapleberry*** stands out as a groundbreaking educational tool for children.

This isn't just another book; it's a fun, engaging, and practical introduction to essential economic and financial principles that every child needs to grasp.

This innovative book transforms complex financial ideas into enjoyable, relatable lessons – preparing children for a future of financial literacy and success, far removed from dry, textbook approaches.

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