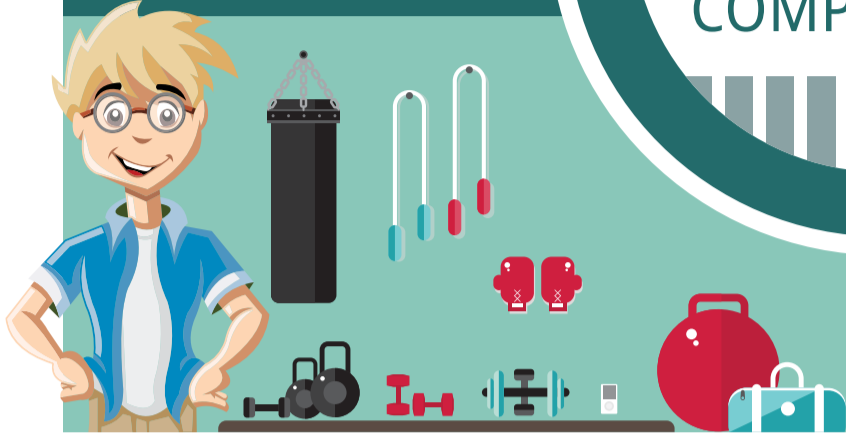


BUY SMART COMPETITION

CONTRACTS



ADVERTISING



BUDGETING



ONLINE SCAMS



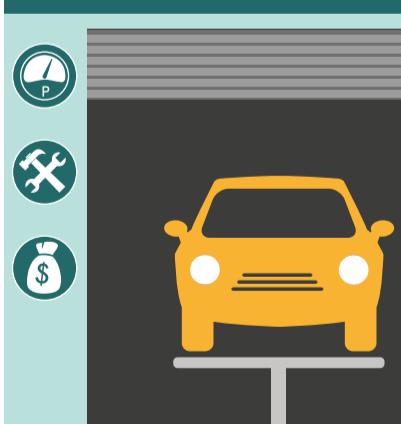
SHOPPING AROUND



CONSUMER RIGHTS



BUYING A CAR



ENTER NOW



RESEARCH
your consumer issue
and choose your
target audience.

CREATE
an innovative way
to present your
consumer issue to
your target audience.

SUBMIT
your entry anytime
from now until the
last day of Term 3.

CHILL
as your entry is
judged on creativity,
effectiveness and
accuracy.

AWARDS
If you are a winner,
you and your school
could win a share of
over \$15,000.



BUY SMART COMPETITION

Become a smarter shopper with the Buy Smart Competition

How carefully do you think about shopping, spending and saving money?

These are very important skills to have right now and to develop as you get older. If you think carefully and know your rights, you can protect yourself from things going wrong.

The **Buy Smart Competition** can help you do this—all while having fun and being creative. You can also win a share of more than **\$15,000 in cash prizes**. Entries are open to students in Year 4 or above.

To enter, you'll need to come up with a project to help people learn about an issue to do with shopping, spending or saving money. A project can be anything: a game, poster, video or something completely different.

The more creative, the better!

Some topic ideas for your project include:

- being safe when online shopping
- shopping around for the best deal
- keeping a budget
- buying needs over wants
- avoiding scams.



TALK to your teacher

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or visit

qld.gov.au/buysmartcomp
to find out more.

**Entries close
last day of term 3**

Good luck and get creative!



BUY SMART COMPETITION

Win a share of \$15,000 with the Buy Smart Competition

Are you an informed consumer?

Do you have strong financial
capability?

These are important skills for young people now and into the future, as they can help you know your rights and protect yourself from things going wrong.

The **Buy Smart Competition** can help you develop these skills while having fun and being creative. You can also win a share of more than **\$15,000 in cash prizes**.

To enter, you'll need to create a project to help people develop their consumer skills. The project should offer practical hints and advice, but can take any form you like: it could be a game, poster, video or something completely different.

The more creative, the better!

Some topic ideas for your project include:

- mobile phone bills and contracts
- buying and running a car
- shopping around for better deals
- avoiding scams
- rules for refunds and returns
- product safety
- online shopping
- credit and finance.



TALK to your teacher

.....

VISIT: www.qld.gov.au/buysmartcomp

CONNECT with us on social media

**Entries close
last day of term 3**

Good luck and get creative!

 facebook.com/fairtradingqld

 youtube.com/fairtradingqld