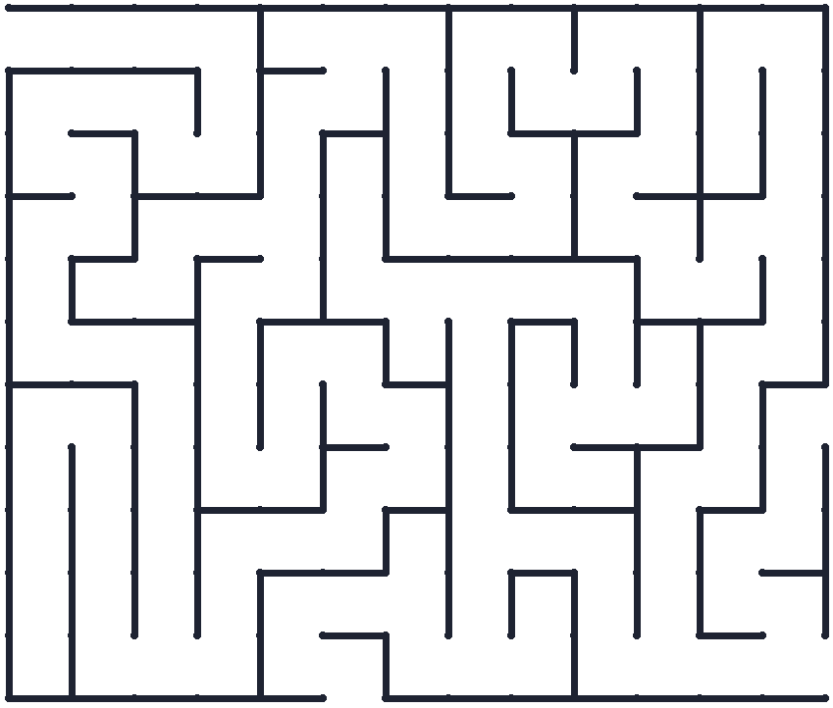
The Free Trial Trap

Name _____ Date _____

A new game app says FREE for 7 days! But if you forget to cancel, it charges you every month. Find the path to CANCEL. Wrong turns lead to traps!



START
"FREE for 7 days!"





TRAP: $9.99 every month



You CANCELED on day 6! ✓



TRAP: locked into a plan

Know this: when a free trial ends, many apps start charging **automatically**, every month, until you cancel. That's called **auto-renew**.

MY MONEY CHOICE

Would you start the free trial? What would you do on day 6?

_____

_____

WealthWise KIDS

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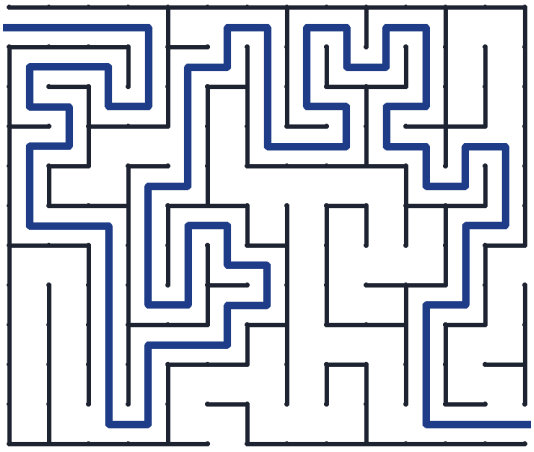
The quick lesson (read aloud, about 1 minute)

> A **free trial** lets you try an app for free for a short time. Many trials ask for a card first. When the trial ends, they start charging **automatically**, every month, until someone cancels. This is called **auto-renew**, or a **subscription**.

Two teaching points

1. Free trial + a card on file = a plan to pay later.
2. Set a reminder for the day before the trial ends, and decide then.

Answer key



10-minute run

1. Solve the maze (4 min).
2. Talk: what happens at the two trap exits?
3. Write a day-6 plan.

Ask

"How could you remember to cancel? (Calendar reminder, ask a grown-up.)"

Goal

Free trials can turn into paid subscriptions (auto-renew). Plan how to cancel.

Take it further

Math check: $9.99 a month for a whole year is how much? ($119.88). What else could you buy with that?

Standard: National Standards for Personal Financial Education (Council for Economic Education and Jump$tart), area: **Spending**. Print double-sided: the activity on the front, this teaching side on the back.

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