



MONEY ISLAND™



MoneyIsland Teacher Guide

MoneyIsland is an exciting online world that teaches kids about money through adventurous quests to exotic destinations. They become financial gurus along the way—and earn real-life rewards!





Playing With **Money** finally **Pays** off!

Get ready to embark on the exciting MoneyIsland™ mission to save Stone Broke and earn rewards! It's free to account holders' children, as well as local schools and youth programs. All you need is an access code. Ask a customer service representative in any of our branches to get you started.

Knowledge is Power

Financial literacy is at an all-time low in the United States. This trickles down to our youth, who aren't receiving the knowledge and skills they need for a successful future. MoneyIsland changes all of that!

Learn Money. Earn Rewards.

Kids love games. They also love winning stuff. That's why real-life rewards are built into MoneyIsland. These may include free savings accounts or gift certificates.

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Note: This version is abridged and complete lesson plans are available for each portion of the MoneyIsland online world.



What is MoneyIsland?

MoneyIsland is a multi-level online educational game provided to schools and community organizations through a sponsoring community financial institution. It uses interactive games, videos, and quizzes to teach financial skills. You can play along while providing your students with tools they need to live a financially healthy life. And the best part of it all -- when children complete MoneyIsland by saving “Stone Broke,” they may earn a reward in real-life!

The Educational Game

The principles of financial responsibility and decision-making are built into the quests of MoneyIsland. Most importantly, so is fun! Lessons are introduced by lively characters who interact with kids along the way. Kids save, spend, invest, and share “smackers” as they strive to become gurus ready for financial success. The knowledge gained will put students on a path to a healthy retirement before earning their first paycheck!

Ongoing Activities and Resources

The sponsoring financial institution’s MoneyIsland site includes additional games, videos, and other cool stuff for kids along with resources for adults. It also features contests for classrooms nationwide to compete and prove their financial savvy. The content is updated on a regular basis so that there’s always something new to learn and experience.

The Passport

Students use MoneyIsland “Passports” to stamp their progress through the online world with colorful stickers. The passport reinforces the images, characters, and lessons learned in the educational game. And it provides one more way for you to interact with the students as they learn.

Educational Content

The lessons instilled in MoneyIsland will serve students throughout their adult life. The curriculum is aligned with national standards, published by the Jump\$tart Coalition for Personal Financial Literacy, at grade levels 4 and 8.

MoneyIsland is designed by award-winning educators and professional video game developers to build skills in three basic areas: **Managing Money, Saving & Investing, and Using Credit Wisely**. The lessons are presented in quests to exotic places, including:



The Eiffel Tower
Spend, Grow, and Give



The Great Wall of China
Want, Needs, and Taxes



The Sphinx
Types of Income



Big Ben
Understanding Interest



Atlantis
Using Credit Wisely



The Acropolis
Building Wealth

The following pages provide details for using MoneyIsland with students, an example of a 12-day MoneyIsland program, a scope and sequence of the core MoneyIsland experience, and detailed lesson plans to further the teaching and learning offline.



Example Of A Moneyisland 12-Day Program

The following description provides an example of how a teacher might use MoneyIsland in a classroom, or in both a classroom and as assigned after-school work, over 12 sessions. These sessions, each approximately 40 minutes in time, may occur consecutively or be spread out over an extended period of time.

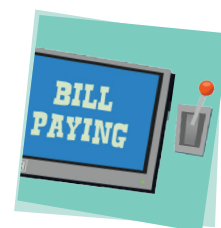
Day 1: Teacher and Financial Institution Representative Program Introduction *(Classroom)*

A representative of the sponsoring financial institution visits Ms. Castle's class to kick-off her students' MoneyIsland program. The representative and Ms. Castle discuss with the students that they will be playing an online game that teaches financial skills including how to save, spend, invest, and share wisely. They explain to them that a reward will be offered by the financial institution if the students successfully complete the experience. To help get the students started, the banker and Ms. Castle lead the students in MoneyIsland Lesson Plan #1. They then provide each student with a printout that includes the student's "Join as Kid Code."



Day 2: Quest 1 & 2 *(Classroom or At-Home/After-School)*

Delaney, a student in Ms. Castle's 6th grade class, uses the code that Ms. Castle gave her to set up an account on MoneyIsland. Once she has selected her username and password, she begins playing the educational game. It starts with an introduction video, explaining the game's mission to Save Stone Broke! Next, Delaney builds up her energy by playing a simple game where she must catch food and fun items. She begins her first "quest" by viewing a video of French Chef Jacques Dollar teaching the basics of budgeting by saving, spending, investing, and sharing. She opens a savings account, invests in stocks, and even gives to a charitable cause in MoneyIsland. With her success, Chef Jacques gives her a boat that she may use to enter Treasure Caverns and search for Stone Broke. The boat can only take her but so far before she needs to go underwater. At the Great Wall, Princess Yu-Ling will help her build a submarine but only after Delaney learns about spending on wants, needs, and taxes. This second quest also includes going to the Go Big Mall and visiting her Tiki House where she pays her bills and decorates the space.



Day 3: Class Discussion & Lesson Plan *(Classroom)*

Ms. Castle does not have the students on the computers during class today. Instead, she plays the MoneyIsland video on budgeting from the Curriculum page of her administrative tool. She poses to the students a few questions about the video -- what are the four choices you have when budgeting your money; what are examples of each choice; what choice would you most like to focus on in budgeting your own money. Ms. Castle then teaches a class using MoneyIsland Lesson Plan #3 -- Types of Expenses -- to focus more specifically on taxes, wants, and needs.



Quest 5: Atlantis

"Staying Above Water" with Mazey Moolah

Credit Isn't Free

Directions: The following lesson plan may be used by parents, volunteers, or professional educators to supplement or substitute the skills introduced, assessed, and applied in the fifth segmented portion of MoneyIsland.

Objective

Students will be able to determine how interest rates affect an individual's ability to make credit card payments.

Jump\$tart Knowledge Statements

(4th & 8th Grade Levels)

- Some payment methods are more expensive than others.
- Borrowing money to buy something usually costs more than paying cash because there is a fee for credit (interest).
- For any given loan amount and interest rate, the longer the loan period, the smaller the monthly payment and the larger the total cost of credit.
- Consumers can choose from a variety of credit sources.
- Sometimes people borrow more money than they can repay, which can have consequences such as the repossession and garnishment.



Game Screenshot: Mazey explains how using a credit card is like renting money and it can end up costing you.

Jump\$tart Standards

(4th & 8th Grade Levels)

Credit and Debt

Standard 1: Identify the costs and benefits of various types of credit

- Explain the difference between buying with cash and buying with credit
- Describe the advantages and disadvantages of using credit
- Explain why using a credit card is a form of borrowing
- Explain how interest rate and loan length affect the cost of credit

Standard 3: Describe ways to avoid or correct credit problems.

- List ways to avoid credit problems, including not overspending

Materials & Set-Up

- **1 copy of 1 of the 4 articles about credit card debt per student**
- **Enough copies of the article graphic organizer for 1 per student**
- **Enough credit card offers for student group of 3-5 to have two** *(These can either be the physical flyers or pamphlets that arrive with junk mail or can be found extremely easily online. If these appear too complicated for your students, online offers can be cut and pasted or highlighted quite easily to only provide the information essential for this lesson- APR and penalty interest rates.)*
- **Enough copies of "Compare Credit Card Chart" for 1 per student**
- **Internet access for each student group**
- **Access to an online credit calculator.** There are many of these to be found on the web. For instance, <http://www.bankrate.com/calculators/credit-cards/credit-card-payoff-calculator.aspx>



Procedure

Warm-Up

- ✎ **Off-Line:** Hand out 1 of the 3 credit card articles to each student (*These can be assigned based on reading levels, groupings to be used later, or randomly*) and the graphic organizer. For their warm-up, students should individually fill out the **“Before Reading”** section of the graphic organizer.
- ✎ **Review warm-up:** Have students share responses. Highlight the pros (*convenience*) and cons (*a lack of smackers can make paying back high interest rates unbearable*) that Maze explained.

Presentation

- ✎ **MoneyIsland.com:** Students should first play MoneyIsland and complete the “quest” to Atlantis, where the character Maze Moolah will teach them about how credit cards work. This of course can be done the day before the lesson, for homework, or during class directly before the lesson.

Key Terms

- **Annual Percentage Rate (APR):** what credit costs you each year, expressed as a percentage of the loan amount. It includes most of a loan's up-front fees as well as the interest rate.
- **Credit:** a person's ability to borrow money.
- **Credit Card:** A card that allows a person to pay for goods and services without cash, but repayment is required later.
- **Interest:** Money that banks pay people for letting the bank hold their money.

Assessment

- ✎ **Off-Line:** Have students turn in their Graphic Organizers. Use these as a tool to assess learning and plan future lessons and assignments.

Application

- ✎ **Small Groups:** Have students get into small groups based on the article that they were given. Groups should then complete **“During Reading”** together in their small group.
Pass out 2 credit card offers to each group and have them transition to computers so that they can, as a group, complete **“After Reading.”** (*Again these can either be found in your junk mail, online, or printed out from bank's and corporations' websites.*)
- ✎ **Whole Class Share Out:** When finished have group representatives share out with the whole class what they noted about both “their” student and students at large regarding credit cards. (*This can be done via brief oral presentations, chart paper, verbal share outs, overheads, etc.*) Make sure to highlight student advice from #4 on the graphic organizer that emphasizes Maze's point that credit cards are not all bad, however, using them without available cash to pay them off is a recipe for “sinking.”