

Let's Play!
Making Finance
Fun with NGPF





MISSION: 2030

By 2030, ALL students will take a one-semester personal finance course before they graduate from high school.



NGPF is <u>FREE</u> and <u>ALWAYS</u> will be!

Which personal finance topic do you find hardest to make engaging for your students?

Vote by holding up fingers for your answer choice.





NGPF Activities



PLAY

Collaborative activities where students make reallife decisions



DEBATE

Students think through arguments & counterarguments for lively discussion



ROLEPLAY

Students navigate realworld scenarios



MOVE

Get students out of their seats and active



COMPARE

Students dig deeper and evaluate options



CALCULATE

Students apply math skills to common financial situations



FINE PRINT

Students dig into the details of financial documents



RESEARCH

Students conduct their own research & further their knowledge



CREATE

Students make useful documents, infographics, & more



INTERACTIVE

Students engage with an online tool or Arcade game



ANALYZE

Students apply high-level thinking to financial scenarios



PROJECTS

Students get creative with these more in-depth assignments









QUESTION OF THE DAY

INVESTING

Q: If you invested \$1,000 in Netflix stock ten years ago, what would it be worth now?

View blog post



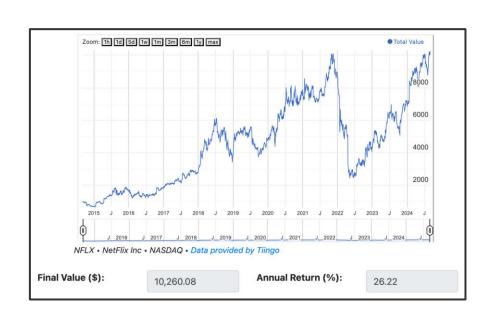


QUESTION OF THE DAY

INVESTING

A: \$10,260

(Sep 2024)





FOLLOW-UP QUESTIONS

- 1. How would you describe the trend in Netflix stock prices over time?
- 2. What factors might have caused significant changes to Netflix's stock price?
- 3. Do you think as an investor it would have been easy to buy Netflix stock 10 years ago and hold it over this time period? Explain your answer.
- 4. Who do you think are Netflix's competitors today?





PLAY: Roll with the Market

The basic principles of investing may seem simple - "buy low, sell high". However, psychology can make it more complicated. Will you win, lose, or miss out? Find out how your feelings while investing could impact your bottom line.

www.ngpf.org Last updated: 10/29/24

WHAT YOU NEED TO KNOW

- Each student starts with a fictional balance of \$100
- The game will have 10 rounds
- The player with the highest balance at the end WINS!

STEP 1

- For just this round, you decide:
 - Are you IN the market or OUT?
- Mark your decision in your worksheet for this round
- Have a classmate verify you filled this out

STEP 2

- If you're OUT, put +1 in the "If Out, Add +1" column in your worksheet.
 No further action is required.
- If you're IN, follow your teacher's instructions for this round on the following slides.

STEP 3a

For students who are IN the market this round:

- Teacher rolls one die
 - 1 or 2 = the market went **DOWN**
 - **3, 4, 5, or 6** = the market went **UP**
- Mark UP or DOWN on your worksheet

STEP 3b

For students who are IN the market this round:

- Teacher rolls all three dice & announces total (Ex: 5 + 6 + 4 = 15)
- This total is how much the market went UP or DOWN by (ex: down by \$15)
- Mark this total as the sum of your dice in your worksheet

STEP 4

ALL Students

Calculate your Ending Balance in your worksheet

Example:

If a student chose to be **out** of the market for Round 1, their ending balance would be **\$101** = \$100 + \$1.

If a student chose to be **in** the market for Round 1 and the market went DOWN by \$15, then that student's ending balance would be **\$85** = \$100 - \$15.



STEP 5

Repeat Steps 1-4 nine times to do 10 total rounds.



(Optional) AFTER ROUND 5

Students with the highest balances:

What strategies are you using?



(Optional) BEFORE ROUND 7

For Round 7:

The next round will be worth 2X what appears on the 3 dice roll!

REFLECTION QUESTIONS

Answer the following questions in your worksheet:

- What emotions did you experience in the game?
- Did your strategy change between rounds? Why or why not?
- What did you learn about yourself and your tolerance for risk?

WHAT DOES THIS HAVE TO DO WITH INVESTING

- Loss Aversion
- Recency Effect
- Expert Opinion
- Overconfidence
- Regret
- Excessive Risk-Taking





bit.ly/NGPFPLAYlist







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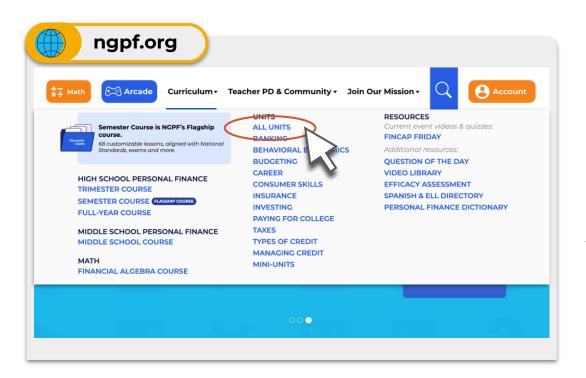


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NGPF MOVE Activities



NGPF MOVE activities get students out of their seats, **talking**, **moving**, and **learning**.

Almost all NGPF units include a MOVE activity.





Engage your students in financial decision-making with these free award-winning online games.











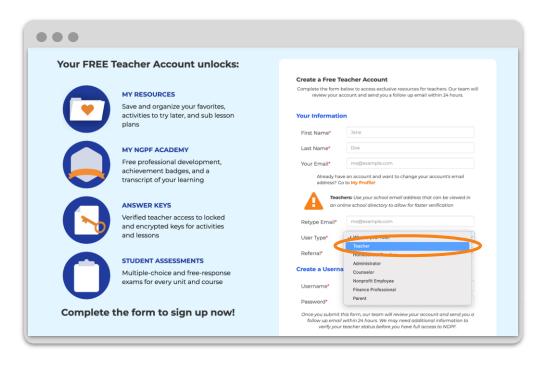
ngpf.org/arcade

Where can I find these fun activities?

www.ngpf.org



Free Teacher Account



Save Your Favorite
Activities in 'My Resources'



You'll have the option to save it to one or more of these three folders:

- Favorites
- Save for Later
- Save for Sub Plans



Explore & Share



Reflect back:

Which personal finance topic do you find hardest to make engaging for your students?

Explore NGPF to find and save a fun, new activity!



How NGPF Supports Teachers



Curriculum

FLAGSHIP COURSE TURN KO

Turnkey Semester Course

Ready-to-use Lesson Plans
Activities, Bell Ringers, Projects

Arcade Games (TOP HIT!)



Teacher PD

Weekly Live Virtual PD

40+ On-Demand Modules

11 Certification Courses

Virtual Conferences

In-Person FinCamps



Join Us for Holiday PD & Activity Ideas!

Register now:



Nov 13

Activity Spotlight: Plan a Friendsgiving Dinner

WFD

(L) 4:00-5:00 PST

✓ 1 Credit

(A) Amanda

Dec 3

Holiday Activity Ideas for the Classroom

TUES

(L) 2:00-3:00 PST

✓ 1 Credit

(A) Amanda

Dec 17

Holiday Activity Ideas for the Classroom

TUES

(L) 4:00-5:00 PST

1 Credit

(A) Amanda

Dec 19

Holiday Teacher Celebration 2024!

THUR

(L) 3:00-4:00 PST

(1 Credit

(A) Amanda





NGPF info



@NextGenPF



@NextGenPF



Closed Group: FinLit Fanatics!



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