

The background is a vibrant blue with various school and office supplies scattered around. At the top, there's a white tablet with colorful dots. To the left, a yellow coin with a lightning bolt, a silver coin with a profile, a blue flower, and a paperclip. In the center, a white rounded rectangle with a black border contains the text 'ACTIVITY KIT'. Below it, another white rounded rectangle with a black border contains 'BROUGHT TO YOU BY Banzai! teachbanzai.com'. To the right, a blue watch, a yellow pen, and a blue pencil. At the bottom, a blue pencil case, a yellow pen, a blue paper with a number '1', and a white handheld device with a yellow screen showing 'B!'.

ACTIVITY KIT

BROUGHT TO YOU BY

Banzai!

teachbanzai.com

Interview A Pro

You're learning a lot about money—budgeting, making wise choices, paying down debt. But there's still so much more to know. Why not talk to a professional?

Directions

Interview a person in the financial industry. Consider someone at a bank or credit union (like your Banzai sponsor!), or even an accountant—someone who can teach you about money in the real world.

Name

Pro's Name

1. What's one thing you wish you had known about money when you were my age?

2. What is one financial goal teens should focus on for the future?

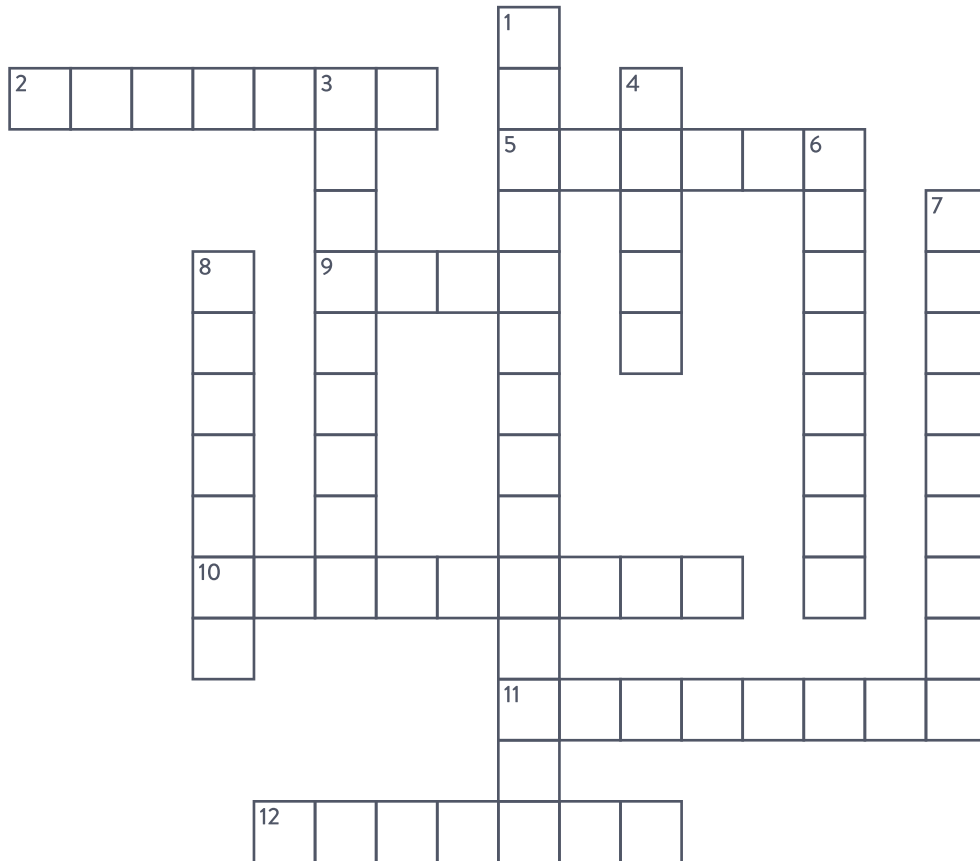
3. What's the most common mistake you see teens make with their money?

4. What's your favorite thing about working in the financial industry?

5. What kinds of financial products should I be considering at my age? A savings account? A debit card?

Crossword Puzzle

Grab a pencil. Here's a crossword puzzle, personal finance style! Beneath the puzzle are some clues to help you. You might even recognize them from Banzai online.



Across

2. A document showing your gross and net pay
5. Money lent to you for a time
9. Money lent to someone else in exchange for future payment
10. A product promising to protect you from a financial risk
12. An amount of money owed or available in an account

Down

1. A way to balance your account records with your bank or credit union
3. A term used to reference electric, water, gas, and other services
4. Money removed from your account
6. When money is moved from one account to another
7. Credit extended from a bank or credit union when a checking account is empty
8. Turning your money over to a financial institution for safekeeping

Word Bank

insurance
deposit
interest
overdraft
paystub
loan
reconciliation
transfer
utilities
balance
credit
debit

Banzai Swap

Banzai Swap is a wild trading game! In a group of seven or more, trade cards blindly until you've nabbed all of one good. Be the first and win the round. Collect enough points from each round, and you win the game!

How to Win

Be the first to fill your hand with one type of good, and yell "Banzai!"

A good is a thing. It has value. A phone, a can of soda—anything you can touch, trade, and buy—is a good. In Banzai Swap, you trade cards of one type of good for cards of another.

How to Set Up

Tear off the sheet to the right, then fold the sheet along the dotted lines until you can safely tear it into cards.

Now that you have cards, put Bill and Evil Bill—the wild cards—aside for later. You should have seven cards in your hand.

How to Play

Divide into groups of seven or more.* There are no turns; everyone trades at once.

Here's how to trade:

Pick two cards (or one, or three, it doesn't matter) you want to trade, and say "Two." Any player can yell "two" back at you. Trade cards with that player. Remember to do it blindly—**don't** show the cards before you trade!

When you're ready to start, the oldest in the group yells "Go!" Everyone starts trading. It gets messy! **The first person to get seven cards of a single good and yells "Banzai!" wins.** That's it!

To play again, shuffle the cards together and hand seven to each player.

Playing Rounds

To make it even more interesting, play in rounds. As a group, decide how many rounds you will play. We suggest five.

When you win a round, record the number shown on one of your cards. This is your score. If you win another round, add that number to your score. So, if you win with the Teslawatt (40) and then again with the πPhone (100), your score will be 140.

At the end of each round, shuffle the deck and hand them out again.

Wild Cards

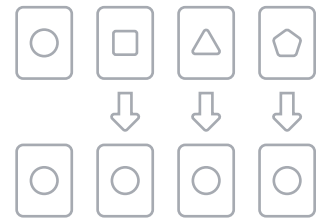
You can also play with Bill and Evil Bill, the wilds. Each wild replaces any good. For example, collect six Lamps and Evil Bill to make seven Lamps. In your group, put one or two Bills and one or two Evil Bills in the deck. Never play with more than four wilds per group. We suggest using wilds after a couple rounds, once you have the hang of it.

But be careful! You can win with Evil Bill, but if the round ends—and you don't win—he takes all your points.

A Final Round

For a final, chaotic round, play together as a class. Get out of your groups and deal seven cards to everyone. At the end of the round, the player with the most points across rounds wins the class!

* If you have fewer than seven players, don't worry, you can still play. If you have five players, for example, use only five of the goods provided, and deal five cards to each player.



SCORE				
Andy		60		80
Max			100	
Sami	40			120



20



Kumquat

Kinda like if an orange and a grape tomato had a beautiful baby.

20

40



Teslawatt

Betcha didn't know energy comes in candy-colored glass orbs. Zzzzap!

40

60



Lamp

What does a lamp have to do with Banzai?

60

80

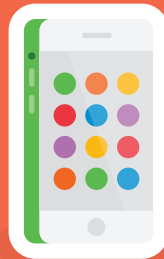


Tin Can

One person's trash is another person's good.

80

100



πPhone

Make sure you have this year's model if you want to sit with the fancy kids.

100

120



Mounted Jackalope

Is it a mythical beast or a rabbit with antlers glued to its head? You decide.

120

140



Goberoo Justy

Hear the thundering growl of that 3-cylinder, 12 horsepower engine.

140

W



Bill

Everyone's favorite anthropomorphized dollar!

W

W



Evil Bill

This guy's trouble—if you lose, he steals all your points.

W

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