

ACTIVITY **KIT**

Banzai!

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Banzai!

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Interview A Grown Up

Your parents. Your grandparents. Your next-door neighbor. Even your best friend's mom or dad: what do they have in common? A lifetime of experience with money. Why not learn from them?

Directions

Grab a pencil and pick a grown up. Interview a person who can teach you about money in the real world.

Name

Grown Up's Name

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

2. How did you earn money when you were a kid?

3. Where did you keep the money you earned?

4. What kinds of financial goals did you have?

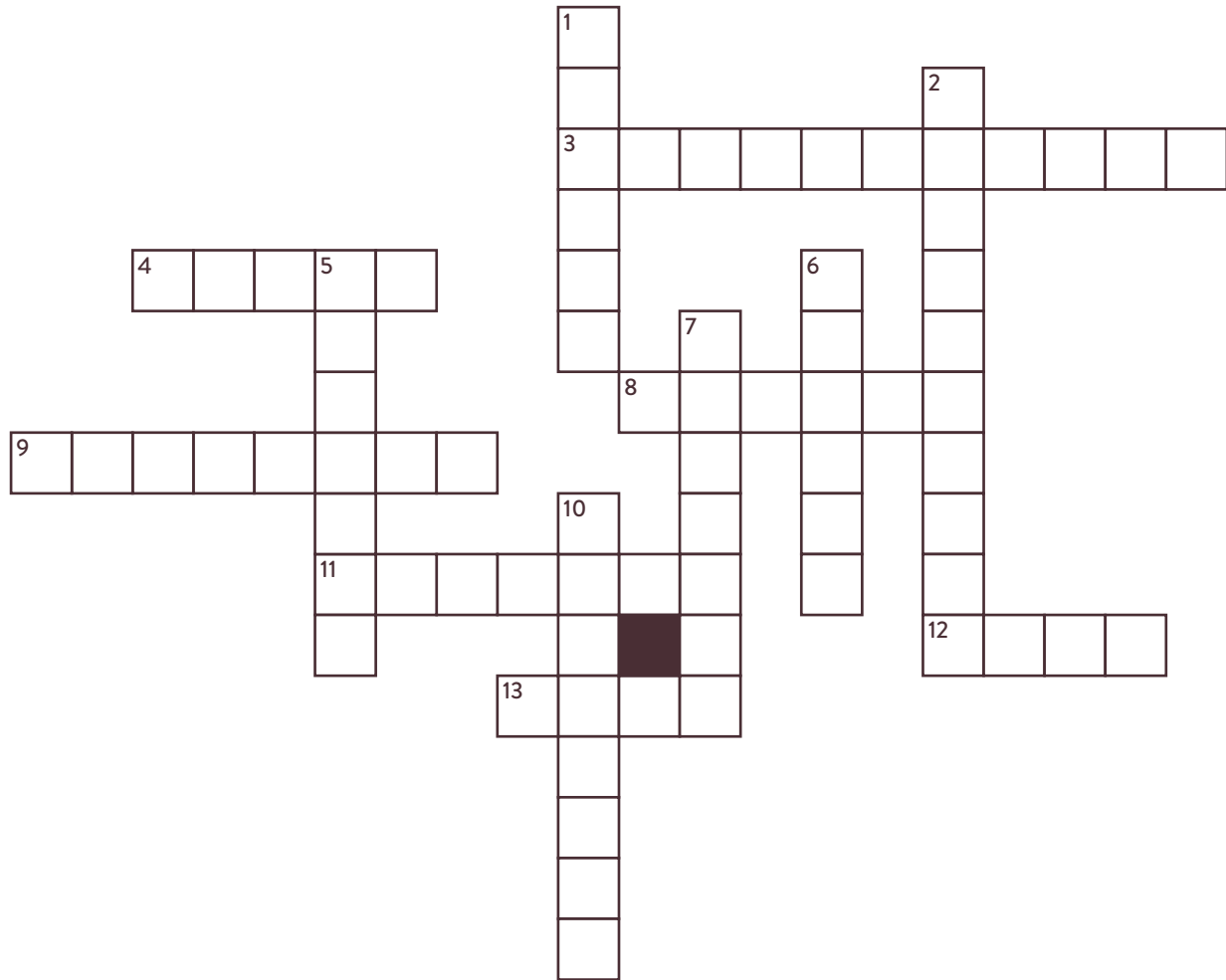
5. Was there a time when you couldn't afford something you really wanted? What did you do?

6. Did you ever make a big money mistake when you were my age?

7. What do you think I should be saving for right now?

Crossword Puzzle

Grab that pencil again. Here's a crossword puzzle, personal finance style! Beneath the puzzle are some clues to help you. You might even recognize them from Banzai's computer game. If not, don't worry, you'll do fine.



Across

3. When companies work hard to earn your money
4. Money the government charges you for buying things is called _____ tax
8. Someone who sells things
9. Money you spend for your company is called a _____ expense
11. A _____ account is a safe place to store money
12. Money you borrowed from someone else
13. Money you owe to someone else

Down

1. Money you earn from work
2. When you take money out of a savings account
5. Money you spend on things
6. A plan that helps you buy what you need, when you need it
7. When you put money into a savings account
10. Money paid to you for keeping it in a savings account

Word Bank

budget
income
expense
loan
debt
business
deposit
withdrawal
savings
interest
sales
vendor
competition

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 baseball card, a cup of lemonade—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 out 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 Sour Frazzles (40) and then again with the Pickaxe (120), your score will be 160.

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

Wild Cards

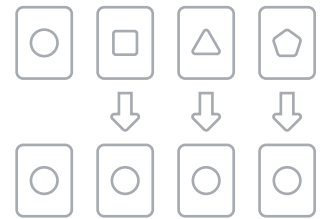
You can also play with Bill and Evil Bill, the wilds. Each wild replaces any good. For example, collect six Lamps and Evil Bill to make seven Lamps. In your group, put one or two Bills and one or two Evil Bills in the deck. Never play with more than four wilds per group. We suggest using wilds after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



Lemonade

The secret ingredient is love. But also, like, lots and lots of sugar.

20

40



Sour Frazzle

Like a Sweet Frazzle, but you know, sour.

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



Diamond Ring

Mommy's little precious. Don't lose it!

100

120

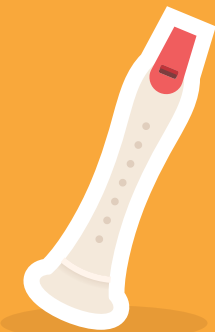


Pickaxe

Made of solid steel (and pixels).

120

140



Flutophone

"Mary Had A Little Lamb" never sounded so good.

140

W

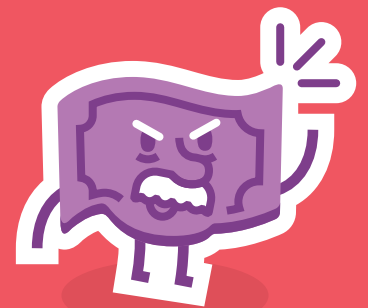


Bill

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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