



MAD ABOUT MONEY Power Play

Classroom Game

THE STORY

Trapped!

What started out as a fun field trip has developed into a nightmare! Your class thought they were taking an informative (if slightly creepy) tour of Dr. Professor's laboratory, but it was all a trick. The slightly-mad scientist wants proof of your money smarts before he will allow you to leave the lab. His sinister and dastardly Yike-Bike Ray (patent pending) is set to go off in 45 minutes. If you can't solve the doctor's puzzles and unlock the box, you'll never shut the ray down in time. Everyone will be turned into some variety of bicycle – possibly forever! The challenge starts now. Good luck!

ITEMS YOU'LL NEED TO SET UP THE GAME

Listed below are the only materials you need for your students to play the game. There are additional kit items provided to be used with future games, but you'll only need the specific kit items listed below for the *Mad About Money Power Play* game. There are also suggested locations for some of the game materials. You know your students best, so feel free to get creative, making the game-play tougher or easier by hiding clues and materials or placing them out in the open.

KIT ITEMS

- 1 small lock box
- 1 large lock box
- 1 padlock with key
- 1 five-letter combination lock
- 1 five-color combination lock
- 1 four-digit lock
- 1 three-digit lock
- 1 blue lock hasp
- 1 UV flashlight
- 1 UV marker
- 2 hint cards

ITEMS NOT IN THE KIT

- Access to a computer with internet
- 5 markers, pencils or pens in the following colors: red, blue, green, orange and pink

PRINTED GAME RESOURCES

- Teacher instructions (for classroom setup)

- Game Logic Map (for classroom setup)
- Reflection Questions (placed in large lock box)
- FAQs (for classroom and lock setup)
- 1 Lemonade Stand Poster/Price Sign
- 5 Lemonade Stand Journal Entries
- 5 Lemonade Stand Expense Receipts
- 1 Lemonade Stand Profit Graph and Answer Key
- Olivia's Bicycle Tire worksheet
- 1 Bicycle Poster
- 1 Needs and Wants worksheet
- 1 Student Budget worksheet and Answer Key
- 1 Paycheck with QR code and Take-Home Pay worksheet and Answer Key
- 1 *Mad About Money* Certificate for each participating student (place one in the large lock box, and then distribute the rest to all students after the game)

SETUP

The following is a basic logical order for setting up the *Mad About Money Power Play* game. If you are already familiar with Breakout-type games, this may be a breeze. If not, take it step by step. Setup should take roughly 30 minutes.

1. Go to www.NTCPowerPlay.com and select the *Mad About Money Power Play* game.
2. Click the PLAY button to access all the materials needed for the classroom game.
3. Read the game story and watch the teacher tutorial video.
4. Print out ALL the game resources. Best to print out all the game worksheets and resources in color. Decide if you'd like to make additional sets of the game resources. Color code the additional sets so you can have multiple groups of students playing during a single game session.
5. Prepare the 3-digit lock, 4-digit lock, 5-letter combination lock and 5-color combination lock with the correct combinations from the lock puzzle solutions.
6. Instructions for setting the combinations can be found here: www.breakoutedu.com/locks
 - a. Set the locks to these solutions:
 - 3-digit lock = 1-8-5
 - 4-digit lock = 2-3-5-0
 - 5-letter combination lock = T-A-X-E-S
 - 5-color combination lock = red-pink-blue-green-orange
 - Padlock = Key is given to students by the teacher or facilitator once they correctly complete the Needs and Wants worksheet. The teacher should tell students that "they NEED this key to help complete this game."
7. Prep the lock boxes:

- a. In the small lock box, place the paycheck with take-home pay worksheet and the UV flashlight and lock with the keyed padlock. You can partially hide this small lock box in the playing area if you'd like or leave in plain sight on a work table.
 - b. In the large lock box, place one "You Did It" certificate, the Reflection Questions and some candy or other treats (if you choose). After preparing the combination locks, you will lock this box by first attaching the blue lock hasp and then lock with the 3-digit lock, the 4-digit lock, the 5-letter combination lock and the 5-color combination lock. You can then place the large lock box on a work table in the middle of the playing space.
8. Review all the game resources and worksheets. Be sure you understand how they are all connected and use the answer keys if need be.
 9. Use the UV marker to write **\$8.00** under the picture of ice cream and **\$35.00** under the picture of the concert tickets on the Needs and Wants worksheet.
 10. Tape the Lemonade Stand Price Sign on the wall in the playing space.
 11. Tape the Bicycle Poster on a different wall in the playing space.
 12. Place the five Lemonade Stand Journal Entries, the five Lemonade Stand Expense Receipts, the Lemonade Stand Profit Graph, Olivia's Bicycle Tire worksheet, the Needs and Wants worksheet and the Student Budget worksheet on the work table in the center of the playing space.
 13. As you get ready to start, explain to your students that they'll need to work together and search the room thoroughly (and respectfully) in order to play the game. Explain that in order to use a Hint Card, your students must all agree that they are ready for a hint. Depending on their progress and how much time is left, you can then give the group an appropriate hint to get them moving in the right direction.
 14. Show your students the *Mad About Money Power Play* story video, set your timer for 45 minutes and begin! If you'd like, feel free to play some age appropriate instrumental theme music. It can help the students focus and adds another dimension of fun to this experience.
 15. If you feel like any groups of students are getting stuck and won't be able to complete the game in 45 minutes, feel free to encourage them to use a Hint Card or gently nudge them in the right direction. The goal is for your students to succeed before the timer runs out.
 16. When the 45 minutes are up or once they complete the game, congratulate your students on a job well done and ask them the Reflection Questions found in the large lock box. You can also use this experience as a teachable moment and discussion about team building, communication and problem-solving skills and styles.
 17. Feel free to dig in deeper with your students on the educational ideas and concepts discovered by playing this classroom game. The *Mad About Money Power Play* game includes the following educational points:
 - Basics of a budget
 - Needs and wants
 - Income minus deductions equals take home pay
 - What taxes are and what they are used for

- Sales minus expenses equals profit

18. You will be receiving an email containing a link to fill out a teacher evaluation and feedback form.

19. After your complete evaluation is submitted, you'll receive a code and instructions to register your kit.

20. Explore the additional games at www.breakoutedu.com and plan your next adventure. Your subscription is good for one year starting from your registration date.

THE CLUES

The following are the five puzzles and clues used to open the various combination locks.

Corresponding lock: 3-digit lock

Answer: 1-8-5

This solution can be found by using Olivia's bike tire worksheet and the formula for measuring the circumference of a circle, or in this case, a bike tire. Once students solve the missing factor for Olivia's bike tire, they'll need to solve the circumference for all the bicycle tires on the poster, where each bike is given a measurement for radius. Once they discover that the bike tire from model #185 has the same circumference as Olivia's tire, they should recognize that three-digit number opens the three-digit lock.

Corresponding lock: 4-digit lock

Answer: 2-3-5-0

This solution can be found by completing the student budget worksheet. Students will have to add up their income and their expenses. They must find the missing expense amounts by using the UV flashlight once they've opened the small lock box. They'll fill in the missing amounts and then subtract their expenses from their income to find that the balance of their money is the code to opening this lock.

Corresponding lock: 5-letter combination lock

Answer: T-A-X-E-S

This solution can be found after opening the small lock box and using the paycheck worksheet to determine Olivia's mom's take-home pay. Once the students figure out the pay rate and use multiplication to determine how much was taken out in deductions, they'll get the take-home pay amount of \$1,612.50. Then they'll have to discover the QR code or the tiny URL on the front of the paycheck. Once they scan the QR code on a mobile device or tablet or type in the URL on the computer, they'll find a *Mad About Money Power Play* web page that asks the students to enter the take-home pay amount; when they do, the word TAXES appears and should lead them to open the lock.

Corresponding lock: 5-color combination lock

Answer: Red-Pink-Blue-Green-Orange

This solution can be found if the students use all the information from the lemonade stand price sign, the journal entries, the lemonade stand expense receipts and fill in the lemonade stand profit graph with the correct amounts of how much profit was earned each weekend. They'll see that words for each

weekend on the chart are in different colors, and when they put the profits in order from lowest to highest and use the corresponding weekend colors, they'll open up the five-color combination lock.

Corresponding lock: Padlock

Answer: Padlock Key

The key is given to students by the teacher or facilitator once they correctly complete the Needs and Wants worksheet. And the teacher should tell the students that "they NEED this key to help complete this game."

THE END

When students solve the puzzles and open the large lock box, they discover a certificate of completion from Dr. Professor congratulating them on making it out of his laboratory safely, as well as the Reflection Questions and any additional prizes or candy chosen by the teacher/facilitator. The Reflection Questions can be used as discussion prompts to solidify the learning from this classroom game experience.