



1. To Open the Presentation

- a. First, be sure that your downloaded file is fully extracted and ready to use. **GAME WILL NOT OPEN UNLESS YOUR DOWNLOAD IS FULLY EXTRACTED.**
- b. Next, open the “Money Ninja Warrior Presentation” folder found in the same folder as this guide.
- c. Click on the “html5” icon
- d. The program will open in your preferred internet browser, even offline.

2. Watch the Tutorial

- a. Watch the educators tutorial video here:
<https://www.youtube.com/watch?v=E1LPBsQsVN8>

3. Supplemental and Printout Materials

- a. There are various supplemental and printout materials for your use.
 - i. Article
 1. Explains more about concepts in the presentation
 - ii. Class Sign-In Sheet
 1. Used for taking roll/names/emails (if required)
 - iii. Evaluation
 1. Student evaluation to fill out after presentation
 - iv. Lifeline Belt Cards
 1. Used during presentation and given to participants/groups
 - v. Program Overview
 1. Simple overview of the “Money Ninja Warrior” program

4. What is this program?

- a. “Money Ninja Warrior” is a program developed by Luke Erickson and Jonathan Guymon of University of Idaho Extension.
- b. It is designed to improve knowledge and actions of class participants, and help inform them of available financial apps.

5. Who is the target audience for this program?

- a. This program is developed for teens *and* adults.
- b. FOR TEENS (especially high school seniors) this program is intended as a train-the-trainer program.
 - i. This means that Extension faculty are encouraged to train local high school teachers, 4-H staff, parent leaders, and adult volunteers to offer this program themselves, to teen groups.
 - ii. High school students are expected to benefit the most from this program because they are making more financial decisions in their lives.
- c. FOR ADULTS this program is also very educational and informative.

- i. The game portion makes the content fun, and more interactive than a lecture.
- ii. And let's face it, most adults will benefit as much as teens when it comes to learning about available financial apps!

6. How we measure success of this program.

- a. Program materials are offered free of charge through UI Extension.
 - i. However we do ask payment in the form of collecting survey data from the classes you teach. This will ensure that our program shows strong impact and merits funding for future programming.
- b. For TEEN audiences (age 18 and younger):
 - i. Please print copies of the *Printable Survey for Participants* and have your participants fill them out.
 1. Completed surveys can be mailed to:
 - a. Luke Erickson, Madison County Extension, PO Box 580, Rexburg, ID 83440
 2. Or, Students can take the provided online survey
<https://www.surveymonkey.com/r/MoneyNinjaWarrior>
- c. MANY THANKS in advance for helping support this program through good survey information.

7. Basic Steps for presenting this program:

- a. Download the Instructors Guide and Class Materials.
 - i. Class Materials Include:
 1. Lifeline Belt Cards
 2. Money On Your Phone Article
 3. Printable Program Overview
- b. Read over the "Money On Your Phone" article and go through the program yourself before presenting it.
- c. Choose which teaching method best fits your needs.



i. Possible Teaching Layouts for One Large Group:

1. Teams

- a. Separate into groups of 5-10 participants each.
- b. Teams will take turns choosing a different app category to train in until all the categories have been picked.
- c. If the team that selected the category gets the training question correct they will get a belt lifeline card.
- d. If they get the question wrong it is moved to the next team until a team gets the answer right.
- e. Teams may use the life line belt cards when they are in the final challenge to face the dark samurai and his minions.
- f. Teams lose belt cards if they miss a question in this stage of the game.
- g. Continue moving to the next team if questions are missed.
- h. The team with the most belt cards at the end of the game wins.
- i. This method probably takes the longest (45 min to 1 hour)

2. Individually at desks

- a. The whole class is essentially a team.
- b. When training questions are answered correctly the first time the class will receive a belt lifeline card.
- c. The class loses belt cards if they miss a question when facing the Dark Samurai and his minions.
- d. Lifelines are used when a majority of participants raise their hands (indicating that they don't know the answer).
- e. The goal is to see how many belt cards the class can end the game with.
- f. This method takes about 30-45 minutes.

ii. Possible Teaching Layout for Small Student Groups:

1. Multiple Computers or I-Pads

- a. Students get into small groups and participate in their own Ninja Warrior Game.
- b. This layout is good if there are multiple electronic devices that can be spread out among the group.
- c. When training questions are answered correctly the first time the group will receive a belt lifeline card from the instructor.

iii. Possible Teaching Layouts for Individual Learning:

1. Multiple Computers or I-Pads

- a. Students participate in their own Ninja Warrior Game.
- b. This layout is good if there are multiple electronic devices that can be spread out to each individual, such as a computer lab.

- c. When training questions are answered correctly the first time individuals will receive a belt lifeline card from the instructor.



Be sure to pass out the “Building Your Credit Article” as a takeaway and have the participants take the online or printable survey. You may also want to have the class fill out this email list if you want to keep in contact with them.