

Accounting for Kids® Day

Volunteer Tips for Success

Before the game

- Don't forget to wear a nametag! First name only should suffice.
- Begin by introducing yourself and the members of your volunteer team. Tell the students you are a CPA and tell them a little bit about what a CPA does. Explain to the students that you are going to play an investment game and give a very brief overview.
- Talk a bit about stocks before playing the game. Ask students if they know what a stock is and if they can name a company that sells stocks. Also ask them if they know what a dividend is and where the NYSE is located. It's helpful to have some sort of visual aid – have the business section of a newspaper, or print stock “certificates” of real companies to hold up while you are speaking.
- Reading the dice can be a little tricky. Become familiar with the dice so you and your teammates have an understanding of how to read them. You might want to have student teams practice rolling and interpreting the results of multiple die rolls.

During the game

- At the start of the game, give each team two \$50 bills – this is the initial cash a team has to invest. We learned from experience that it's better to give the students two \$50s instead of one \$100 (so they don't fight over who holds the cash).
- Show the stock certificates for the five stocks. Explain briefly what a stock is - pointing out that they have different risk/reward (# of dice to roll and the amount of dividend they will receive) and income characteristics.
- Tell each team they will get to buy two shares of stock. All shares cost \$50 each at the start of the game. Go from team to team selling stock certificates and collecting cash.
- Avoid letting a team buy Orange and Red together since neither pays a dividend. If a team owns Orange and Red, they will feel left out in the dividend paying phase. Also, avoid having a team buy two shares of the same stock.
- When playing the game, reinforce the concepts as you go – ask questions in the game to see if the students understand the information. You can reward teams for answering questions with candy if you'd like.

Wrap-Up

- At the end of the game, give the students a chance to ask questions.
- Take photos at your session. Digital photos are particularly good. You can use them in your firm newsletter, etc. If you take digital photos, it's nice to email some of them back to the school (teacher or principal). You may need to check with each school ahead of time to see what their policy is for permitting photos. Sometimes, photo releases are required.