Sample Pages
Experiencing

Financial Literacy

An Illustrated Introduction to Personal Finance

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3. Your Personal Finances

Whenever you own things of value (called “assets”) and have access to money (also an asset), you are looking after your finances, in one way or another. Personal finance is the term used to describe this management of your assets.

The two key elements of personal finance are how you make your money and how you spend your money — your cash flow. How you plan and manage your money is the focus used in this document.

Cash Flow

Making money represents all the ways you receive cash. You might make money by working at a job, by buying and selling stocks, or even winning the lottery. These are your sources of incoming cash. Spending money is something that most people find easy to do. Spending represents the uses of your cash. Together, making money and spending it represent the basic concept of cash flow — how money flows in and out of your accounts: Cash in, minus Cash out.

Making Money (Cash In)

There are two primary types of money you can make: earned income and unearned income. These are general categories, but they are good terms to show the basic difference between money you work for and other money you receive.

Earned Income

Most people think of making money by finding a job and getting a salary or an hourly wage. This usually means working for a business, organization, or the government. Or, you might become an author and earn royalties from your books. You could also be self-employed and earn a salary from your business.

Earned income is money you get from your employment, that is, what you earn for yourself in your profession, career, or job. But there are other ways to make money.

Unearned Income

If you start a business, your company might generate profits for you. You might receive inheritance money or trust fund income from your relatives. You might receive gifts; or you might get lucky and win money from bingo, or betting, or the lottery.
The most common way to produce more income than you yourself can earn is to put your money to work for you and to let it earn more money for you. This type of income generally comes from interest on savings or from gains on selling things you own. While the tax law calls this “uneared income,” it doesn’t happen by itself. You have to work at managing your money carefully in order to make it grow.

**Spending Money (Cash Out)**

Spending money is easy! Making sure you spend within your means is not.

When deciding how to spend your money, you must plan both for your current expenses and for your future financial goals.

Your current expenses cover the essential cost of living — expenses such as housing, transportation, food and clothing. Additional discretionary expenses will be budgeted to cover optional expenses like entertainment, extra clothes, hobbies, education, and charitable donations. Discretionary expenses are those expenses over which you have more control, and which are not mandatory for you to live and earn your wages.

But you should also consider the future, and your family’s future. You may have children to put through university. You may need a bigger house for your family. And, you need to plan for your retirement, when you stop earning wages and live off your savings and other benefits eligible to you. Regardless of what your specific goals are, part of how you “spend” your cash is likely to include putting some money aside to meet your future financial requirements.

*(For more detailed information on Cash Flow, see Chapter 6: Managing Your Assets and Liabilities: Monitoring Your Financial Health.)*

**Assets, Liabilities, and Net Worth (Equity)**

When you apply for a loan, the bank will want to know your net worth. Net worth is an indicator of your personal wealth. If you are looking to your future, you can watch the change in your net worth as a mark of progress towards your future goals. But, what is net worth? To answer that question, you have to understand assets and liabilities.

**Assets**

An asset is an item of economic value, which you own, and which is cash or could be sold for cash. It is important to distinguish between an item of economic value and an item that may only have sentimental value. While something may be emotionally important to you, if no one will buy it, then it is said to have no cash value and is not considered an asset.
Financial Literacy

Instructor Guide

Using GoVenture In Your Learning Environment
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1. Welcome

This Instructor Guide is provided to help you use MediaSpark’s GoVenture Financial Literacy simulation in your classroom or computer lab. If you are not already familiar with the award-winning GoVenture simulations, we invite you to visit the GoVenture.NETwork at www.goventure.net or to contact us at 1-800-331-2282.

An electronic version of this document is also available on the GoVenture.NETwork.
2. About GoVenture Financial Literacy

Make learning easier and more fun than ever!

The fastest and most effective way to learn the basics of money management. GoVenture Financial Literacy is a realistic software simulation designed to help youth and adults learn about personal money management decisions in a fun and educational manner. Like a flight simulator for finance and life, GoVenture Financial Literacy enables you to learn-by-doing. It’s easy to use, visual, interactive, and exciting!

GoVenture Financial Literacy is ideal for youth and adults in self-directed or facilitated learning environments and can be used to enhance training in business, finance, economics, career, family and consumer sciences, math, and other subjects.

Unlike any book, course, or seminar, GoVenture Financial Literacy enables you to gain years of finance and life experience in minutes!
3. What Makes GoVenture Financial Literacy Unique

GoVenture simulations enable learning-by-doing, an approach that cognitive scientists have identified as the fastest and most effective way for human beings to learn. GoVenture simulations immerse the learner in a highly visual and interactive environment in such rewarding ways that the learner feels both intellectually and emotionally engaged in the experience - as if he or she were personally living it.

GoVenture Financial Literacy is designed to meet three key objectives, which differentiate it from other personal finance products:

1. GoVenture helps you identify personal life goals and set your goals in a visual environment.

   *It is difficult to identify and set financial goals, and these goals are not intuitive when expressed as purely mathematical concepts. GoVenture uses a visual interface to help identify goals and make it easier to relate to the financial concepts.*

2. GoVenture is not a tool to document your financial life; it is a teaching tool which helps you learn about personal finance.

   *Many products on the market help document your personal finances, but they are designed to record data, or perhaps to calculate mathematical projections — not to teach. GoVenture is designed as a teaching tool.*

3. GoVenture lets you "live" your possible financial future for 10 years.

   *As a simulation, GoVenture allows you to "live" your life in a virtual environment for up to 10 years. You can replay the simulation unlimited times to try different strategies or different personal goals.*

GoVenture Financial Literacy is designed to be used as a learning program on its own, or to complement other learning materials, courses, programs, and curricula. It can provide a valuable learning opportunity for an individual or an entire class, within a single hour of use or over an extended period of time. The educational foundation and ease of integration in the classroom and curriculum make GoVenture Financial Literacy the first choice among learners who are in the early stages of learning about personal finance, as well as educators and trainers who are providing basic finance and life skills training.
4. GoVenture for You

GoVenture Financial Literacy is a flexible training tool which can be used in a variety of educational curricula.

**Personal Planning**

Planning your future is perhaps the most important strategy you must develop and monitor. GoVenture allows you to experience up to 10 years of virtual results in a few hours – and more importantly, learn from this experience. You can see what happens in different economic environments, and with different investment portfolios. You can even learn how to adjust for unexpected events. GoVenture can make you better prepared to address your actual personal financial future.

**Education**

GoVenture has been designed to be suitable for a variety of instructional approaches and levels. Whether the need is to create a completely new curriculum or to enhance an existing one, GoVenture offers a successful and valuable experience for instructors and learners, from middle school to adult education.

**Investment**

GoVenture includes basic investment options that introduce strategies to balance risk, income generation and growth. You are placed in changing economic conditions which will further challenge your investment skills. The ability to play over and over again at no real financial risk helps develop a more intuitive understanding of investing.

**Career and Family**

GoVenture provides you with the ability to plan major career and family objectives, and then simulates how they might affect your personal finances and future goals. It helps you develop a greater understanding of the financial and time commitments needed to meet these objectives.

**Economics**

GoVenture brings the study of economics to life in a controlled environment. Key economic factors are simulated, without the complexity of true worldwide economies. Using the GoVenture experience, you can learn how economic changes influence markets and affect you on a personal level.
Mathematics

GoVenture can be used to enhance mathematical skills. While prices and current totals are calculated by the simulation, you must project your cash requirements, investment returns, and future expenses so that you can manage your cash flow and increase your net worth.

Life Skills Training

GoVenture helps develop a number of necessary skills for success in the fast-paced Knowledge Economy, including: planning, just-in-time learning, problem solving, organization, critical thinking, and risk management. GoVenture addresses life skills training directly by immersing you in a simulated world of experience that transcends the limitations of traditional teaching and learning approaches.

Unlike conventional educational materials, games and Internet portals, GoVenture offers a comprehensive learning experience. Simulations are combined with a wide range of learning resources for quick and easy integration into self-directed or facilitated learning environments.

What You Need to Play GoVenture Financial Literacy

GoVenture Financial Literacy is designed using proven technologies that will operate on personal computers, either stand-alone or over the Internet. For specific system requirements, please refer to the software documentation.
5. GoVenture Resources

Every GoVenture educational license includes the following resources:

**GoVenture Financial Literacy Software Simulation**
A highly visual and interactive software simulation program that allows you to experience the thrills and challenges of planning your financial future in a realistic and fun learning environment.

**Software User Guide, Simulation Help, and Advisor Window**
Print materials included with the software simulation and visual tools in the simulation designed to introduce you and your students to GoVenture, and to help you become comfortable with the program quickly.

**Experiencing Financial Literacy — An Illustrated Introduction to Personal Finance**
A concise, easy-to-read resource guide that introduces financial literacy concepts and outlines the basics of personal finance. For you and your students, this guide complements the GoVenture simulation by serving as a valuable resource throughout your course or program.

**Performance Report**
A helpful software tool that displays detailed simulation results, assigns a score to the performance based upon a number of factors, and can be printed out as a report.

**Instructor Guide (this document)**
A guide to help you learn about GoVenture and the various resources that are available for using GoVenture in the classroom or in a business or life skills training environment.

**Learning Guides and Activities Workbooks — Instructor and Student Editions**
Lessons and activities designed to bring financial literacy and personal finance education alive in the classroom. Key decisions in planning and managing personal finances are addressed with a corresponding activity from the Learning Guide.

**Test Bank**
A selection of objective questions which can be used in creating tests on investing, cash management, life planning, and other information contained in the Experiencing Financial Literacy guide.

**GoVenture.NETwork — www.goventure.net**
A free website containing a wealth of business tools, activities, games, and collaboration opportunities for you and your students.

**GoVenture Live the Learning**
A free newsletter to help educators and facilitators bring business to life!
6. **Getting Started**

The following approach is recommended to help you and your students get started:

1. Browse through all of the resources that are provided with GoVenture to get a better understanding of how everything fits together.


3. Start GoVenture Financial Literacy and then choose *START NEW Simulation*. You can choose to play a Full Simulation or a Profile Activity.
   
   a. Profile Activities (Life Plan, Net Worth, and Cash Flow) use some components of the full simulation’s Startup Profile and are provided as stand-alone learning opportunities for your students. If you feel your students are not yet ready to run a Full Simulation, or if you only need a shorter activity at the moment, then playing one or more Profile Activities is a great way to start.

   b. Full Simulations give you the complete experience of managing up to 10 years of personal finances in a Custom or QuickStart simulation.

   If you click the *Custom* button, you are taken to the Startup Profile area where you can enter your starting data by clicking on each of the buttons presented. Follow the directions provided to begin the simulation. Be sure to take the guided tour which is offered just before the simulation starts.

   If you click the *QuickStart* option, you can choose from a list of preset simulation files. Each file has some or all of the Startup Profile completed and may help you dive into playing the simulation faster.

4. Explore the various areas of the program to become familiar with the different screens within the program and the types of decisions that need to be made. If you run your simulation long enough, you will experience a variety of events that will challenge you along the way. Be sure to view the Help and Advisor information that is available to guide you through the program.

5. Virtual time is tracked by week. Time can be set to advance manually or automatically when you set up your profile. The default setting is to advance automatically every 30 seconds. You can change the length of the simulation and the speed at which time advances at any point in the simulation by clicking on the *Time* button in the application menu. If you have selected manual time advance, or wish to move to the next week early, click the *Time Advance* button on the main menu to advance to each next period.

6. Once you are familiar with the simulation screens, try making personal finance decisions of your own to get a better sense of how GoVenture Financial Literacy works.
Try as many new simulations as you wish. As you become more familiar with GoVenture Financial Literacy, you can explore the following options:

**CUSTOM:** Custom simulations offer the most flexibility in structuring and running your own full simulation. Build your own Startup Profile exactly as you wish.

**QUICKSTARTS:** QuickStarts are full simulations which have already started. Some QuickStarts may only have the Startup Profile completed while others may have had the simulation run for several years. QuickStarts are a great way to get started quickly or to set up specific challenges for students. Once familiar with GoVenture, you can make your own QuickStarts and add them to the program.

**LOCK OPTIONS:** You can lock your simulation so that it is impossible to change the length of play, the speed of time advance, the life plan, job, and/or expenses during the simulation. Locking one or more of these options can help you standardize the experience for each of your students. However, it is recommended to leave these features unlocked until you have run GoVenture a few times.

**RANDOM EVENTS:** There are random events which can affect your simulation — for example, you might be robbed, or you might receive an unexpected inheritance. Before you start playing the simulation, you can choose whether random events will occur in the simulation or not.

**PROFILE ACTIVITIES:** Instead of running a full simulation, you can elect to run the Life Plan, Net Worth, or Cash Flow activities. Some of these activities are components of the Startup Profile in a full simulation. Running a Profile Activity can be helpful if you wish to focus on one of these aspects of personal finance.

*Note: Refer to the GoVenture Financial Literacy Software User Guide for more information on running GoVenture.*
7. GoVenture and Your Curriculum

Possible Approaches

GoVenture Financial Literacy is a comprehensive program designed to supplement and enhance your existing course, program, or curriculum. It has been specifically created to provide you with a broad and flexible range of options. You may choose to use GoVenture Financial Literacy at the beginning of a course, at the end of a course, or throughout an entire term.

**Using GoVenture at the Beginning of a Course**

By using GoVenture Financial Literacy at the beginning of a course, students immediately gain hands-on experience in the issues involved, and the decisions that need to be made, in planning their personal finances. This experience provides them with considerably more insight into what they need to learn and why, making them more likely to participate in class discussion and to ask insightful questions. Lectures and textbooks become instantly transformed into valued sources of information when connected to GoVenture’s hands-on experience.

**Using GoVenture at the End of a Course**

By using GoVenture Financial Literacy at the end of a course, students can apply the knowledge, lessons, and techniques they have learned throughout your course to a highly realistic, simulated setting. GoVenture provides students with the opportunity to gain experience and to make the important connection between theory and practice.

**Using GoVenture Throughout a Course**

GoVenture Financial Literacy is essentially a personal finance laboratory where your students can go every week, or every day, to apply the information and concepts you are teaching about in class. Throughout your course, students can continually use GoVenture to experience and experiment with the knowledge they are gaining.

Choosing what is right for you depends upon the amount of time you have available to include GoVenture Financial Literacy in your curriculum, and your desire to use the many GoVenture resources that are available. If you only have limited time or if you want all students to work on the same scenario, you may want to use a GoVenture QuickStart, or a QuickStart scenario you have set up yourself.

Or, you may choose to have students spend additional time on the Startup Profile of the simulation, making all the decisions for themselves – and perhaps using the activities in the Learning Guide for assistance.
**Hours Required**

Within the GoVenture simulation, time works under a constantly running virtual clock. In general, it takes one hour for students to become familiar and comfortable with GoVenture’s various screens and the daily decisions that need to be made. Within this period, they will likely have experienced many of the challenges and issues they will need to understand in order to reach success.

As a general rule-of-thumb, you can count on every hour your students spend working with GoVenture equaling about one to three years of operating time for their GoVenture finances. The basic speeds at which the clock can be set are listed in the following table. The table also gives you the real time it would take to run a number of years at each setting.

<table>
<thead>
<tr>
<th>Simulation Time =&gt;</th>
<th>1 Year</th>
<th>10 Years</th>
</tr>
</thead>
<tbody>
<tr>
<td>Automatic Time</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Advances, a week every:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5 seconds</td>
<td>5 min</td>
<td>1 hr</td>
</tr>
<tr>
<td>10 seconds</td>
<td>9 min</td>
<td></td>
</tr>
<tr>
<td>15 seconds</td>
<td>13 min</td>
<td></td>
</tr>
<tr>
<td>20 seconds</td>
<td>18 min</td>
<td></td>
</tr>
<tr>
<td><strong>Default = 30 SECONDS</strong></td>
<td><strong>26 MIN</strong></td>
<td><strong>4 HRS</strong></td>
</tr>
<tr>
<td>40 seconds</td>
<td>35 min</td>
<td></td>
</tr>
<tr>
<td>50 seconds</td>
<td>44 min</td>
<td></td>
</tr>
<tr>
<td>60 seconds</td>
<td>52 min</td>
<td></td>
</tr>
<tr>
<td>Manual Time Advance:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>You click the Time Advance Button to advance to next week.</td>
<td>(Variable)</td>
<td></td>
</tr>
</tbody>
</table>

Unless the time advance speed has been locked before starting the simulation, the clock speed can be increased or decreased at any point in the simulation. On average, 5 to 10 hours with the simulation will provide students with a full GoVenture experience. However, this can easily be extended to 20, 30, or more hours by utilizing the many resources, working deeper into the simulation, and repeating the simulation using different scenarios.
Matching Personal Finance Scenarios to the Current Topic of Discussion

GoVenture can be used to provide targeted learning, by directly corresponding to the current topic at hand. For example, in one scenario you may wish to instruct students to focus exclusively on investments, while in another you may want them to focus on successfully balancing their current quality of living with that of their targeted retirement goals.

Saving and Resuming Simulations

GoVenture simulations can be saved and resumed at any time. This allows students to continue to build and work with an existing simulation scenario over an extended period of time.

Creating Your Own QuickStart Scenarios

Once you are familiar with GoVenture, you may wish to make your own QuickStarts and add them to your copy of the program so that an entire group of users is challenged with the same scenario. All you need to do is start a new simulation, make the desired decisions, and play the simulation for as many or as few virtual weeks as you want.

Then, save the simulation and move a copy of it into the GoVenture QuickStart folder (the “/QUICKSTA” subfolder in your GoVenture Financial Literacy program folder). Your scenario will then be included in the list of QuickStart options the next time the program is run.

If you are running the simulation from the CD-ROM, or if you prefer, you can provide a copy of your scenario to your students via disk or any network folder, give the file name and password, and instruct them to use the Resume Simulation feature and select your simulation file.

Note: Refer to the GoVenture Financial Literacy Software User Guide for more information on creating and playing your own QuickStarts.

Every Simulation is Different

No two simulations will be exactly the same in GoVenture Financial Literacy. Even if your financial profile is the same from one simulation to the next, there will be changes in economic conditions, news and events, and (intelligently) random factors which will make each simulation a new challenge.
8. Facilitated and Self-Directed Learning

GoVenture Financial Literacy is designed to be used in facilitated and/or self-directed learning environments. Students can dive in on their own, exploring and discovering their GoVenture personal finances with limited supervision, or can be directed step-by-step through the various aspects of planning and managing their finances.

Students only need the GoVenture Financial Literacy simulation to begin exploring and learning. However, the additional resources provided can add value to their specific areas of interest and their overall learning experience.

9. Individual and Group Learning

GoVenture Financial Literacy can be used for individual or group learning.

Students can manage their own personal finances and make all of the necessary decisions. They do not necessarily compete directly against each other, but with themselves in order to plan and manage their personal finances. Differing economic conditions are likely to exist when a simulation is run by each single player, even if it is the same simulation file.

For group learning, students can work together to make decisions and/or they can be assigned specific areas to champion – Investments, Cash Flow, and Housing. Groups of up to five students per simulation per computer can work effectively.

10. Evaluating Success

GoVenture provides a detailed Performance Evaluation report. This report includes a score based on net worth, so students can compare their results. However, what role this score might play in your evaluation of their learning experience is your decision.

To view your students’ performance reports, instruct the students to print a copy of their reports for you, or to save their simulation files and have each provide you with a copy of the file and password.

Depending on your objectives, you may wish to discuss other measures of success than pure financial wealth, for example:

- Meeting and surpassing established life plan goals, or
- Balancing risk in your asset portfolio, or
- Maintaining a quality of life in the present while establishing a sufficient net worth to provide for retirement.

This allows you and your students to focus upon and to evaluate a diverse number of success points.
11. We Want to Hear from You!

At MediaSpark, we are committed to providing our customers with the best support in the business! We make every effort to design easy to use, robust programs that run on various computer platforms and require little or no installation. However, if technological difficulties still arise, we are here to help. Toll free telephone, email, and fax assistance is readily available. We will call you back promptly, and stay with you until all of your issues are resolved. Our primary goal is to provide you and your students with a successful GoVenture experience every time.

We invite you to stop by the GoVenture.NETwork often, to learn about new features we have added to GoVenture and new simulations we are developing.

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# GoVenture Financial Literacy
Learning Guides and Activities

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Personal Finance Terms
Find the Common Personal Finance Terms in this Word Search Puzzle

Overview
In this activity, learners will familiarize themselves with personal finance terms.

Outcomes
Upon completion of this activity, learners should be able to:

• Identify terms associated with personal finance decisions.

Skill Level
Middle School — High School — Adult

Preparation
Review the terms in the word search with the learners.
All terms can be found in Experiencing Financial Literacy.

Procedure
Summary
Instruct learners to answer the questions and follow the procedures as outlined on the Student Edition activity sheet.
Word Search and Answers

W Q G D E Y Q T S E R E T N I
O C O K H G R W I H V Q S H R
L Z P G J M A N J Y I Q G X
F X W W O J S G L C T A R S O
H E X N K R N L T A T N L Z M
S R E H P I O K T R S A T M T
A Y D C D J I T S D O Y K N L
C U O C J N T F Z P M M E E T
B M O C N I C L F X S M A K S
Y C U S L M U K Y J T Q O T
Z P A G U M D P S S E K T T C
S A S H I Q E K E I P L Q A I
N Q M R S P D V E B R G D G Z
D P U C C N E X P E N S E S
I J U A Y I N O I T A L F N I

CASH FLOW       INVESTMENT
DEDUCTIONS       MONEY
EXPENSES         MORTGAGE
INCOME           RISK
INFLATION        SALARY
INTEREST         TAXES

W Q G D E Y Q T S E R E T N I
O C O K H G R W I H V Q S H R
L Z P G J M A N J Y I Q G X
F X W W O J S G L C T A R S O
H E X N K R N L T A T N L Z M
S R E H P I O K T R S A T M T
A Y D C D J I T S D O Y K N L
C U O C J N T F Z P M M E E T
B M O C N I C L F X S M A K S
Y C U S L M U K Y J T Q O T
Z P A G U M D P S S E K T T C
S A S H I Q E K E I P L Q A I
N Q M R S P D V E B R G D G Z
D P U C C N E X P E N S E S
I J U A Y I N O I T A L F N I
Financial Literacy
Learning Guides and Activities

STUDENT EDITION
Personal Finance Terms

Find the Common Personal Finance Terms
in this Word Search Puzzle

YOUR NAME: ____________________________________________

DUE DATE: ____________________

Overview

There are a number of terms which will be frequently encountered when dealing with personal finance. You should familiarize yourself with the meaning of these terms. This knowledge will assist you in dealing with other financial and investment, and in learning more about personal finance issues.

This activity is a word search puzzle, which challenges you to find several common finance and investment terms.

Outcomes

You will be able to recognize several common terms associated with personal finance decisions.

Procedure

There are many different factors that affect your personal finance investment decisions, and determine whether or not you are able to make money on your savings and investments. Find the words that represent a type of personal finance investment, or a factor that may affect the return on a personal finance investment.

Then find and circle the terms in the word search on the next page.
Word Search

Find the following finance and investment terms in the word search puzzle above. Circle the letters of each word. Words may be horizontal, vertical, or diagonal — forwards or backwards.

- CASH FLOW
- DEDUCATIONS
- EXPENSES
- INCOME
- INFLATION
- INTEREST
- INVESTMENT
- MONEY
- MORTGAGE
- RISK
- SALARY
- TAXES

Personal Finance Terms

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GoVenture Financial Literacy Test Bank

Questions include multiple choice, true/false, matching, and fill-in-the-blank. Questions are arranged by subject matter groups which correspond to chapters in GoVenture Experiencing Financial Literacy. Please select the questions most appropriate for your learners.

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GoVenture Financial Literacy
Test Bank

Your Personal Finances

1. **Cash Flow** is:
   a. A computer term which has to do with the amount of data saved in short-term storage and how it changes.
   b. Equals your assets minus liabilities.
   c. Automatically changes your net worth.
   d. **Equals cash received minus money spent.**
   e. Never changes once established.

2. For each of the following types of income, indicate if it is an example of **Earned Income** or **Unearned Income**:
   - E = Earned Income  U = Unearned Income
   a. ___E___ Tips from waiting tables.
   b. ___E___ Hours wages from part-time job.
   c. ___U___ Interest from savings account.
   d. ___U___ Cash birthday gifts.
   e. ___E___ Biweekly paycheck for your salary.
   f. ___U___ Lottery winnings.
   g. ___U___ Gain from selling your stock.
   h. ___E___ Consulting fees.
   i. ___U___ Inheritance.

3. Your **Net Worth** equals your Assets_____ minus your Liabilities_____.

4. An **Asset** can be something with only sentimental value, with no cash value at all.
   - True   False

5. A **Liability** in financial terms is: (Indicate all that apply.)
   a. Having to take your little brother with you to the mall.
   b. **The amount due on your cell phone bill.**
   c. **Your car loan.**
   d. **Something you owe someone else.**
   e. **The money you borrowed from your sister.**
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1. Welcome

The Software User Guide provides an overview of MediaSpark’s GoVenture Financial Literacy simulation. Its purpose is to get you started quickly and confidently, by providing an overview of the key elements of the software. GoVenture Financial Literacy is designed to be easy to use, and includes detailed help accessible from within the program.

For an introduction to the basics of personal finance, please refer to the companion GoVenture book: Experiencing Financial Literacy.
2. GoVenture Financial Literacy

What is the GoVenture Financial Literacy Simulation

The fastest and most effective way to learn the basics of money management! GoVenture Financial Literacy is a realistic software simulation designed to help youth and adults learn about personal money management decisions in a fun and educational manner. Like a flight simulator for finance and life, GoVenture Financial Literacy enables you to learn-by-doing. It's easy to use, visual, interactive, and exciting!

Establish your life plan, enter your financial information — job, budget, home, transportation, and living expenses — and then live your financial future for up to 10 years. Watch your savings grow and shrink based upon the economy, your investment decisions, and your personal spending habits. What kind of lifestyle will you be able to afford? Try GoVenture Financial Literacy and find out!

Practice your money management skills on your own, or against your friends and classmates. Gain practical experience so you have the knowledge and ability to plan your own financial future.

Unlike any book, course, or seminar, GoVenture Financial Literacy enables you to gain years of finance and life experience in minutes! Play again and again — every new simulation you run is different!

What Makes GoVenture Financial Literacy Unique

GoVenture simulations enable learning-by-doing, an approach that cognitive scientists have identified as the fastest and most effective way for human beings to learn. GoVenture simulations immerse the learner in a highly visual and interactive environment in such rewarding ways that the learner feels both intellectually and emotionally engaged in the experience - as if he or she were personally living it.

GoVenture Financial Literacy is designed to meet three key objectives, which differentiate it from other personal finance products:

1. GoVenture helps you identify personal life goals and set your goals in a visual environment.

   *It is difficult to identify and set financial goals, and these goals are not intuitive when expressed as purely mathematical concepts. GoVenture uses a visual interface to help identify goals and make it easier to relate to the financial concepts.*

2. GoVenture is not a tool to document your financial life; it is a teaching tool which helps you learn about personal finance.
Many products on the market help document your personal finances, but they are designed to record data, or perhaps to calculate mathematical projections — not to teach. GoVenture is designed as a teaching tool.

3. GoVenture lets you “live” your possible financial future for 10 years.

As a simulation, GoVenture allows you to “live” your life in a virtual environment for up to 10 years. You can replay the simulation unlimited times to try different strategies or different personal goals.

GoVenture Financial Literacy is designed to be used as a learning program on its own, or to complement other learning materials, courses, programs, and curricula. It can provide a valuable learning opportunity for an individual or an entire class, within a single hour of use or over an extended period of time. The educational foundation and ease of integration in the classroom and curriculum make GoVenture Financial Literacy the first choice among learners who are in the early stages of learning about personal finance, as well as educators and trainers who are providing basic finance and life skills training.

**GoVenture for You**

**Personal Planning**

Planning your future is perhaps the most important strategy you must develop and monitor. GoVenture allows you to experience up to 10 years of virtual results in a few hours – and more importantly, learn from this experience. You can see what happens in different economic environments, and with different investment portfolios. You can even learn how to adjust for unexpected events. GoVenture can make you better prepared to address your actual personal financial future.

**Education**

GoVenture has been designed to be suitable for a variety of instructional approaches and levels. Whether the need is to create a completely new curriculum or to enhance an existing one, GoVenture offers a successful and valuable experience for instructors and learners, from middle school to adult education.

**Investment**

GoVenture includes basic investment options that introduce strategies to balance risk, income generation and growth. You are placed in changing economic conditions which will further challenge your investment skills. The ability to play over and over again at no real financial risk helps develop a more intuitive understanding of investing.
Career and Family

GoVenture provides you with the ability to plan major career and family objectives, and then simulates how they might affect your personal finances and future goals. It helps you develop a greater understanding of the financial and time commitments needed to meet these objectives.

Economics

GoVenture brings the study of economics to life in a controlled environment. Key economic factors are simulated, without the complexity of true worldwide economies. Using the GoVenture experience, you can learn how economic changes influence markets and affect you on a personal level.

Mathematics

GoVenture can be used to enhance mathematical skills. While prices and current totals are calculated by the simulation, you must project your cash requirements, investment returns, and future expenses so that you can manage your cash flow and increase your net worth.

Life Skills Training

GoVenture helps develop a number of necessary skills for success in the fast-paced Knowledge Economy, including: planning, just-in-time learning, problem solving, organization, critical thinking, and risk management. GoVenture addresses life skills training directly by immersing you in a simulated world of experience that transcends the limitations of traditional teaching and learning approaches.

Unlike conventional educational materials, games and Internet portals, GoVenture offers a comprehensive learning experience. Simulations are combined with a wide range of learning resources for quick and easy integration into self-directed or facilitated learning environments.

What You Need to Play GoVenture Financial Literacy

GoVenture Financial Literacy is designed using proven technologies that will operate on personal computers, either stand-alone or over the Internet. For specific system requirements, please refer to the software documentation.
More Information

For more information on GoVenture Financial Literacy and other simulations, visit the GoVenture.NETwork Internet portal or contact MediaSpark at:

Sales: 1-800-331-2282 USA/Canada
Telephone: 902-562-0042
Fax: 902-562-1252
Internet: www.goventure.net
3. Playing GoVenture Financial Literacy

Each time you run GoVenture Financial Literacy you will first go to the Setup Screen, where you will have the following options:

- START NEW Simulation
- SAVE Simulation
- RESUME Saved Simulation
- CONTINUE with this Simulation *
- Sound ON/OFF
- QUIT

* This button is not displayed when you start the program. However, if you return to this screen while playing a simulation, you will see this option, which allows you to go back and continue playing the current simulation.

START NEW Simulation

When you click the START NEW Simulation button, you will have to make two or three decisions before you can start.

Each of these options is discussed in greater detail in the Play Options section.

1. Full Simulation or Profile Activity

GoVenture Financial Literacy can be used to play a complete simulation, or to run an activity. Some of the activities are components of the Startup Profile of a simulation, which can be used to focus on one specific area.

2. Which Simulation or Profile Activity

You have the choice of running one of the following:

Full Simulation:
- Custom — Build and run your own simulation to suit your needs.
- QuickStart — Run a simulation with pre-existing startup decisions.

Profile Activities:
- Life Plan — Set out your goals and related financial implications.
- Net Worth — Detail your assets and liabilities to determine your net worth.
- Cash Flow — List your income and expenses to determine your cash flow.
SAVE Simulation

You can halt time in the GoVenture Financial Literacy simulation and save your simulation to disk, and then return to it later. To do this, click on the Setup button which is in the lower right corner, in the Application Menu on all the main GoVenture Financial Literacy screens. This will take you to the Setup screen. Click on the SAVE Simulation button.

Select the drive and folder where the file is to be saved. Fill in the file name and password in the spaces provided. You may also add a description of the file, which is a good area to make yourself notes on where you stopped or a description of the simulation that might help you when you resume play at a later time. Make sure to record the password so you will be able to open the file later.

RESUME Saved Simulation

Click on the RESUME Saved Simulation button and call up your saved simulation file. If the file was originally saved with a password, you will need to type in the password to open it. When the file opens, play resumes where you left off when you saved the file.

CONTINUE with this Simulation

If you have reached the Setup screen in error, or if you change your mind and decide to continue with your current simulation, then click the Continue with this Simulation button to return to playing your current simulation.

END Simulation

Play will automatically stop once you reach the end of the designated number of years set for the simulation to run. You will then have the opportunity to review the simulation and your Performance Report. You can also save the completed simulation before you quit the program.

Unless the length of play option has been locked, you may end the simulation any time you wish. To end the simulation early, click on the Time button in the Applications Menu in the lower right corner of the screen. Then, click the END this Simulation Now button at the bottom of the screen. If the length of play option has been locked, you will not be able to click this button, and the simulation will not end until the specified number of years has passed. You can check the number of years that has been set up by clicking the Time button.

You can review your Performance Report at any time. If you wish to save this report, be sure either to Print the Performance Report or to Save the simulation before quitting the
program or starting a new simulation. If you Save the simulation, you will be able to view the results later by selecting the Resume option (see above).

QUIT GoVenture

To quit GoVenture Financial Literacy and exit the program completely, click the Setup button from the Application Menu, and then click the Quit button. If you wish to resume your current simulation at a later time, be sure to save it before quitting (see above).

Play Options

GoVenture Financial Literacy offers you several different ways to learn from and enjoy this software simulation. You may play an unlimited number of full simulations, each for up to 10 virtual years. You can save simulation files and resume play at a later time. Or, you can elect to focus on the activities involved in setting up your profile instead of running the full simulation.

Whenever you select the START NEW Simulation button, you are given to following play options:

Full Simulations
- Custom
- QuickStart

Profile Activities
- Net Worth
- Life Plan
- Cash Flow

Full simulations provide options to customize play and lock certain functions; however, these decisions may have been made for you in a QuickStart simulation.

Each of these play options is described in more detail below.

Full Simulations — Basic Choices

Custom

Custom simulations offer the most flexibility in structuring and running your own full simulation. Build your own Startup Profile exactly as you wish.

In the Startup Profile, click on the buttons for each of the areas: you, life plan, choose a job, expenses, and debts.

Next, you can customize your simulation further by selecting the number of virtual years the simulation will run; how fast you wish time to advance; and if you wish random events to occur.

Certain options may be locked, but it is best to leave all options unlocked the first time you try the simulation. In that way, you will be able to
modify the settings while the simulation is running. The only exception to
this is the random events setting (on or off), which cannot be changed
after the simulation starts.

See also the information on Full Simulation — Other Play Options, below.

QuickStart
QuickStarts are full simulations which have already started. Some
QuickStarts may only have the Startup Profile completed while others may
have had the simulation run for several years. QuickStarts are a great
way to get started quickly or to set up specific challenges for learners.
Once familiar with GoVenture, you can make your own QuickStarts and
add them to the program (see Create and Play Your Own QuickStart,
below).

QuickStarts can be used for several purposes:

- QuickStarts allow you to dive right into the simulation to get an
  understanding of how it works.
- QuickStarts can save time if you don’t have enough time for, or
don’t want to focus on, the life decisions portion of the simulation.
  Use a QuickStart and take over one of our characters’ lives.
- QuickStarts can be used by everyone in a group or class, so you
can compare results between each other.

Full Simulation — Other Play Options
Try as many new simulations as you wish. As you become more familiar with
GoVenture Financial Literacy, you can explore modifying the following options.
When you begin a Custom simulation, you will be able to set all of the following
play options as part of your Setup. If you run a QuickStart, some or all of these
decisions may have already been made for you.

Customizing the Setup

LENGTH OF PLAY: Select any number of years from 1 to 10 to run your
GoVenture Financial Literacy Simulation. The longer you run the
simulation, the more time you have to build your wealth, and the
more events in your life you have to plan and manage.

Unless this feature has been locked, you may modify the length of
play while running the simulation — click the Time button to do so.

TIME ADVANCE SPEED: The program defaults to a setting of moving
automatically to the next GoVenture week every 30 seconds. You
can modify this setting and speed time up or slow it down.
Automatic time advance settings range from 5 seconds per week to
60 seconds per week. You can also select a manual time advance,
so that time does not change until you click the Time Advance
button on the main menu.
Unless this feature has been locked, you may modify the time advance speed while running the simulation — click the *Time* button to do so.

**RANDOM EVENTS:** There are random events which can affect your simulation — for example, you might be burglarized, or you might receive an unexpected inheritance. Before you start playing the simulation, you can choose whether random events will occur in the simulation or not. However, you can’t stop the economy or the variability of the simulation, regardless of what you decide about random events. So your simulation will never be totally static.

Once the simulation starts, this selection cannot be changed.

**Lock Options**

The following features can be locked when the simulation is played. The default setting is “Unlocked.” Once locked, they cannot be unlocked after the simulation starts.

Locking one or more of these options can help you standardize the experience for each of a group of players, and may increase the difficulty level of the simulation. It is recommended to leave these features unlocked until you have run GoVenture a few times.

**LENGTH OF PLAY:** Locking length of play requires each player using this simulation file to complete a specified number of simulation years. The simulation cannot be ended early, or extended.

**TIME ADVANCE SPEED:** Locking the time advance speed can provide a higher level of difficulty if decisions must be made with a constant, automatic time advance mode. Or, the time advance can be locked on manual to require players to consider each week’s decisions carefully before moving on. Using a manual time advance also eliminates the pressure of making fast decisions.

When you lock the time advance speed, while the basic setting may not be changed, players still have the option of clicking the *Time Advance* button to move time ahead sooner than the locked setting would do so.

**LIFE PLAN:** Locking the life plan sets a static life plan for the duration of the simulation, which cannot be changed. This does not restrict what events may happen; it only locks in the goals. In certain circumstances you may wish to lock your goals, and then compare your actions to your goals at the end of the simulation. In other instances, you may wish to leave the life plan unlocked so you can revise your goals later in your virtual life.

**JOB:** Locking the job restricts you from adding or modifying your job income throughout the simulation. This means you are limited to the initial job income streams.

**EXPENSES/DEBT:** Locks expenses and debt so they cannot be changed. Debt can be paid down during the simulation.
QuickStarts may have locked or unlocked options, depending on the individual setup.

**Profile Activities**

Instead of running a full simulation, you can elect to run one of the Profile Activities. Some of these activities are included in the Startup Profile of a full simulation. Running a Profile Activity can be helpful if you wish to focus on one of these aspects of personal finance.

When you elect to run one of the Profile Activities, you can complete the activity and print out your work. You can also save the activity, resuming or reviewing it at a later time.

**Life Plan**

Establish your major personal goals. Includes Basic and Advanced modes (Only the Basic mode is used in the Full Simulation). Plan up to 10 years into the future. In Basic mode, your options are limited to housing, transportation, family, other, and net worth. In Advanced mode, you can target goals in education, career, family, homes, cars, retirement, vacations, monetary goals, and any other personal objectives you may have. It is easy: drag and drop each goal onto your life plan, and then fill in the information on each one.

**Net Worth**

Set up your assets and liabilities and let GoVenture compute your net worth (assets minus liabilities) for you. Net worth is only a snapshot at one given point in time. If you want to change the values for future values of assets and liabilities, you can see how this impacts your net worth.

**Cash Flow**

Set up your income and expenses and let GoVenture compute your cash flow (income minus expenses) for you. Try different budget amounts to see how your cash flow changes.

Note that you cannot run a full simulation from a profile activity file. If you wish to run a simulation, based on inputs made in one or more activities, you must start a new custom simulation and type the values from your activities into the corresponding areas of the Startup Profile of the simulation.

**Create and Play Your Own QuickStart**

Once you are familiar with GoVenture, you may wish to make your own QuickStarts and add them to your copy of the program so that an entire group of users is challenged with the same scenario. If you set up your QuickStart with locked features, everyone who plays it will be required to run the simulation under the same constraints.
Create a QuickStart

To create a QuickStart, start a new simulation, and complete as many of the Startup Details as desired. You can run the simulation for as long as you wish, or not at all. Then, save the simulation file in the QuickStart subfolder ("QUICKSTA") of your GoVenture Financial Literacy program folder, or save the file in a different folder and move a copy to the QuickStart subfolder.

Passwords are optional when saving your QuickStart file. However, if you save the file with a password, the password will be required to run the QuickStart file.

Locking the file is recommended when creating a QuickStart. To lock the file, click on the Lock option box when saving. This will prevent anyone from overwriting the QuickStart file inadvertently later.

Play Your QuickStart

To play your QuickStart, run GoVenture, start a new simulation, and click the QuickStart button. Your QuickStart will now appear in the list of selection options. The simulation will begin at the point in the simulation where you saved the file.

If the QuickStart simulation was originally saved with a password, the password will be required to run it.

Edit Your QuickStart

If you wish to edit your QuickStart file, you must run GoVenture and choose the Resume Simulation feature. If originally saved with a password, you will need to type in the file’s password to open and edit the file. Once you have completed your modifications, you can resave the simulation file in the QuickStart folder.

If the original file was locked (recommended), you will have to save the revised QuickStart file with a different name.

Note that if your QuickStart file was saved after the simulation started, you may not be able to change some earlier decisions.

Remove Unwanted QuickStart Files

GoVenture shows all the simulation files in the QuickStart folder in the list of QuickStart options. You can remove any unwanted QuickStart file from the list in GoVenture by deleting or moving the file from the QuickStart folder ("QUICKSTA" in your GoVenture Financial Literacy program folder). The next time GoVenture is run, the deleted file will not display in the QuickStart list.

Create Multiple QuickStarts from the Same Source Data

Before the simulation starts you can edit any of the settings and starting data. So, save a copy of your simulation file BEFORE starting the simulation, and keep this file in one of your own folders.
Then run GoVenture, select the Resume Saved Simulation feature, and open your saved file. Run the file to the point you wish your QuickStart simulation to begin, and then save the file with a new name in the QuickStart folder (see above).

In this way, you can go back and modify any of the setup data as many times as you want from the original saved file. You can re-use your startup profile information and make several different QuickStarts from the same source file.
4. How GoVenture Financial Literacy Works

Objective

GoVenture Financial Literacy simulates planning and managing your personal finances while planning for your financial future.

The key objective of GoVenture Financial Literacy is to provide you an intuitive, visual environment to simulate the experience of planning and managing up to 10 years of your personal financial future. The simulation can be played repeatedly to test different strategies, different scenarios, and differing economic conditions.

Your personal objective is to meet your financial goals by careful planning and making the right decisions at the right time. You will have to allocate your financial resources between covering basic living expenses, making investments to build to your future financial targets, and spending on purchases to improve your current lifestyle.

And of course, the overall objective is learning — in an engaging, but challenging, environment.

Startup Profile and Profile Activities

Profile Activities

The Profile Activities option allows you to focus on just a part of the Startup Profile functions. See a description of these activities below, under the Startup Profile.

<table>
<thead>
<tr>
<th>Profile Activity</th>
<th>Components of the Startup Profile</th>
</tr>
</thead>
<tbody>
<tr>
<td>Life Plan</td>
<td>Life Plan</td>
</tr>
<tr>
<td>Net Worth</td>
<td>Assets and Liabilities</td>
</tr>
<tr>
<td>Cash Flow</td>
<td>Income and Expenses</td>
</tr>
</tbody>
</table>

Note that you cannot run a full simulation from a profile activity file. If you wish to run a simulation, based on inputs made in one or more activities, you must start a new custom simulation and type the values from your activities into the corresponding areas of the Startup Profile of the simulation.

Startup Profile

Playing GoVenture Financial Literacy involves all the major activities of planning and managing your personal life and wealth.
Each full simulation includes a detailed Startup Profile on you, your job, debts, and expenses at the beginning of the simulation. Complete as much information as possible during the setup, however you will be able to modify most of this information while you play the simulation (unless you choose to use the lock feature). If you select a QuickStart simulation, most or all of the Startup Profile will have been completed for you.

The activities in the Startup Profile can also be used separately by selecting a specific Profile Activity instead of a Full Simulation during the setup.

**You**

This includes your name, age, marital status, number and age of children, financial objectives, risk profile, and lifestyle preferences.

**Life Plan**

Set out your major lifetime objectives for housing, transportation, family, other, and net worth. If you lock the Life Plan area before you start the simulation, you will not be able to change your life plan once the simulation starts.

**Job**

Choose your job from the list. This will be your source of income while you live your life in the simulation. Your salary, minus payroll deductions and tax, will be deposited in your checking account every two weeks. Your salary will automatically increase due to inflation. You can change your job during the simulation as your life progresses, unless you have elected to lock the Job area before you begin the simulation.

**Expenses**

You start the simulation on your own (no family), with the least costly expenses for housing, transportation, and other. You can change your family size and expenses at any time during the simulation to parallel how your cost of living changes during your life.

**Debts**

Enter your starting debt, if any. You will need to indicate the amount and over how many years you will be paying to eliminate the debt.

---

**Playing the Full Simulation**

The activities for playing the simulation are similar to the areas in the Startup Profile. They are grouped into four main categories and there is a menu button for each of these categories:

- Your Life
- Income & Money
- Expenses and Life Style
- Assets
  - Plus
- Liabilities
- Economy
Your Life

In the Startup Profile you may have created your life plan. In this area of the simulation, things happen in your life which may or may not be according to your plan.

This section of the simulation provides a recap of your status in terms of your current lifestyle and future life plan goals.

In this area you can do the following things:

Watch Television for News and Promotions
The television screen in Your Life gives you current economic updates, news, and advertisements. This information may help you in your financial decisions, or lead you to buy certain goods or services.

Review Financial Details
Review statements and charts of your current and historical finances.

Consider the Road of Life
A reminder of what you can do in the simulation: Get a new job, meet life goals, change lifestyle and family, grow your money, manage payments, and buy/sell assets.

Income & Money

In this area you manage your job income, bank accounts, investments, and make payments.

Job
Review your job and income. You can change jobs as well (if you did not lock this option).

Bank Accounts
Here you manage your cash. Job income (salary) is automatically deposited in your checking account every two weeks. You can transfer money from your checking or savings accounts.

Investments
You can choose to purchase three types of investments: low risk, medium risk, and high risk. Each has a different unit price and projected return on investment. You can make and review investments and your historical return on investment.

Gambling — Lottery
If you're interested, see if you can hit it big in the GoVenture Lottery. But, just as in real life, the odds are against you!

Make Payments
For any bills and expenses you have not set up as automatic payments, make your payments here. You can select how much (in full or partial payment) and how you will pay (bank account or credit card). You can
also set up automatic payments from this screen, and make extra payments.

**Lifestyle & Expenses**

In this area you can adjust your overall lifestyle and related expenses.

**Family**
Choose the size of your family and whether your are getting by or living well. You start the simulation on your own, without a family, just getting by.

**Housing**
Choose your home. You start the simulation in a tiny, low rent apartment. You may upgrade (or downgrade) at any time. To purchase your own home, go to the Assets area.

**Transportation**
Choose your transportation. You start the simulation walking, biking, and using public transportation. To purchase your own motorcycle or car, go to the Assets area.

**Other**
Choose your other lifestyle expenses. You start the simulation just getting by with the basics.

**Debts**
Displays the monthly payments you are making on your debts.

**Assets**
Buy a car, or a home, or a computer, or a music instrument, or an antique, or one of many assets you may wish for your personal use and enjoyment. These become part of your net worth. You can also review your assets and sell any of them. The price of each asset will change according to inflation. When purchasing a car or home you will be given the option to take out a loan or mortgage. You can only have one car loan and one home mortgage at any time.

**Liabilities**
In this area you can review your credit card statement, car loan, home mortgage, other debt, and pay your taxes.

**Mortgage, Loan, and Other debt.**
Here you can find out the status of your primary liabilities.

**Credit Card**
At the start of the simulation you are provided with one credit card. You can charge many of your purchases on this card. Here you can review the
transactions and balance on your card. Monthly statements will be shown for you to pay. Interest and fees on the card are displayed.

**Taxes**

The taxes you pay are tracked here. This includes sales tax, payroll taxes, and income tax. Each year at income tax time, your tax return is computed for you to file, and you will be advised if you have a refund coming or if you owe additional taxes.

**Economy**

If you are not actively making a change in your life or investment portfolio, then you will likely be watching what is happening in the economy. News and key indicators will help you make better financial decisions.

There are four economic indicators displayed on the Economy screen, with weekly updates and historical trend graphs: Economic Growth, Inflation, Unemployment, and Prime Rate.

Tracking changes in these indicators may help you make better financial decisions. See the section below on Economic Influences for a description on each of these indicators and how they may affect your GoVenture simulation.

**Time Advance**

In GoVenture Financial Literacy, virtual time will advance in weekly increments.

Time can be set to advance manually. And then, you must click the *Time Advance* button for the simulation to move to the next week.

If time is set to move ahead automatically, it can advance as slowly as a week every minute, or as fast as a week every 5 seconds, with a lot of different options in between. You always have the option to click the *Time Advance* button to force the simulation to move immediately ahead to the next week.

You can slow down, or stop time, while you are investigating certain options, and then speed it up when you want the time to pass quickly. Go to the *Time* button in the far right lower corner of the screen at any point you wish to change the speed settings.

As part of the setup, the speed that time advances may be locked. If Time Advance has been locked you will not be able to access the options under the *Time* button while you play that simulation.

**Economic Influences**

There are underlying economic growth variables which play a role in determining factors such as the interest rate on bank loans, cost of goods, value of investments, and more. You cannot control these factors, but be aware that conditions may change during the simulation. Your finances will be affected by some of these external factors. So you must constantly monitor your situation – you cannot make one set of decisions and go on “auto-pilot” until the end of the simulation.
GoVenture displays and tracks four economic indicators. The current values and charts of the historical values can be displayed on the Economy screen.

1. Economic Growth
2. Inflation
3. Unemployment
4. Prime Rate

**Economic Growth**

Gross Domestic Product (GDP) is the economic statistic most commonly used to measure the rate of economic growth. GDP is the total of all goods and services produced in a nation in a given year. The percent change is GDP is the economic growth rate.

In GoVenture the GDP always starts at a value of $1,000 at the beginning of each simulation. (This number is in billions of dollars, i.e. one thousand billion dollars, or one trillion dollars.) The Economic Growth indicator on the Economy screen provides the following information:

- Current value of GDP.
- Cumulative rate of economic growth: the percent change in the GDP since the start of the simulation.
- Current annual economic growth rate: the annual percent change of current change in GDP over the same time a year before.
- Graph of the GDP values over time during the simulation.

Economic growth’s primary effects in the GoVenture simulation are on investment markets and interest rates. A strong, growing economy encourages the buying and selling of goods, services, and investments. Market prices of investments may climb in a growing economy. However, you will find that interest rates for borrowing money may be better in a declining economy.

The federal government uses interest rates to help stimulate the economy. If the economic growth is slowing, interest rates may drop. Interest rates will affect your cost to borrow money and the interest income you earn on investments which pay interest (e.g. bonds, savings accounts, certificates of deposit).

**Inflation**

Inflation is generally measured by the changes in the Consumer Price Index (CPI) over time. The Consumer Price Index is an economic indicator that tracks the change in the cost of a fixed “basket” (selection) of products and services, including housing, electricity, food, and transportation. The CPI is often also called the Cost-of-Living Index, but some economists argue that it is an incomplete indicator of changes in cost-of-living, because of the selection of the “basket” of goods used to compute the CPI.

The CPI starts at a value of 100 in the base year. So, for instance, if the average cost of the “basket” of goods is $30 in the base year the index would be 100. If, the following year, the average price jumps to $45, then the index would be 150 (150% of the current year price over the base year price, i.e. $45 divided by $30 times 100%).
In GoVenture the CPI always starts at a value 100 at the beginning of each simulation. The Inflation indicator on the Economy screen provides the following information:

- Current value of CPI.
- Cumulative rate of inflation: the percent change in the CPI since the start of the simulation.
- Current annual rate of inflation: the percent change in the current CPI over the same time a year before.
- Graph of the CPI values over time during the simulation.

Inflation may fluctuate from week to week, but you can follow the inflationary trend by looking at the changes in the CPI on the graph provided in GoVenture.

The following items in GoVenture are periodically adjusted for changes in inflation:

- Purchase price and market value of Assets.
- Average salaries and wages for each Job Income type.

This means that the cost to buy a television, for example, will not be the same at the end of your simulation as it was at the beginning.

You should periodically review your expenses and income and make adjustments for inflation.

**Unemployment**

The unemployment rate is the percentage of people in a nation who are actively seeking employment, but who do not currently have a full time or a part time job. Those who are not actively seeking employment are not included in the measurement: this sometimes understates the true unemployment rate.

The more people who are employed in a country the better it is for everyone, because there is more money flowing through the economy. Therefore, dropping or low unemployment rates are one of the indicators of a strong or strengthening economy.

The Unemployment indicator on the Economy screen provides the following information:

- Current value of national unemployment rate, expressed as a percentage, i.e. 4 = 4%.
- Graph of the unemployment rates over time during the simulation.

The unemployment rate may impact the probability of losing your job (if random events are turned on) and how hard it is to find another. As an economic indicator, changes in the unemployment rate flag potential changes in the economy in the simulation.
Prime Rate

The prime rate (sometimes called the “bank rate”) is the interest rate charged by major banks for loans to their best corporate customers. The prime rate is set slightly higher than the banks’ cost to borrow from the federal government, so changes in the federal funds rate can change the prime rate. Technically each bank could offer a different prime rate, but in practice, most major banks in a country have the same prime rate.

Individuals will rarely, if ever, borrow money at interest rates equal to the prime rate. Personal loans normally charge higher than prime rate interest. However, interest rates on personal loans will vary in direct correlation to changes in the prime rate.

Changes in prime rate also signal potential changes in the overall economy. An increase in banks’ prime rate often signals a slowdown in the economy, because it is more expensive to borrow money. But, when interest rates are low, more people and companies tend to borrow money to buy goods and services. Because low interest rates are believed to generate increased economic activity, a reduction in interest rates is used to stimulate a slowing economy, by providing lower costs to borrow money.

Note that lower interest rates may also mean lower returns on interest-bearing loans and investments. So, some of your investments may lose market value when interest rates drop.

The Prime Rate indicator on the Economy screen provides the following information:

- Current value of the prime rate, expressed as a percentage, e.g. 4 = 4%.
- Graph of the prime rates over time during the simulation.

In GoVenture, the interest rates charged on your loans are linked to the current prime rate at the time you apply for the loan. The type of loan requested (secure or unsecured) and your credit rating, also affect the interest rate offered on your loans. Indirectly, the prime rate also serves as an indicator for changes in GoVenture’s economy.

Random Events

As part of the setup of a custom simulation, GoVenture Financial Literacy allows you to decide if you want random events to affect your life, or not. If you are playing a QuickStart simulation, this decision may have been made for you.

If you opt to have random events, then there may be unforeseen things which happen to you. For example, you might be robbed or you could get an unexpected inheritance. Who knows what might happen! You must react to these situations as best you can, and continue your focus on achieving the milestones in your Life Plan.

What’s the difference in running a simulation with or without random events? Random events add more uncertainty to your simulation life. However, there may be times when
you want to see just how well you can do without any surprises. In these cases, turn off random events when you set up the simulation.

You can’t stop the variability of the simulation, regardless of what you decide about random events. So your simulation will never be totally static.

Every Simulation is Different

No two simulations will be exactly the same in GoVenture Financial Literacy. While the options will be the same from one simulation to the next, there will be changes in economic conditions and random factors which will make each simulation a new challenge.

You can also vary the experience by changing the objectives in your Life Plan, running it for different time periods, or by using the QuickStart scenarios. So, one successful experience in one simulation does not guarantee equal success in the next — being consistently successful takes work!
5. GoVenture Financial Literacy Screens

Main Screens

Your Life

Income & Money

Lifestyle & Expenses

Economy

Assets

Liabilities
Interface Layout

Overview

The GoVenture Financial Literacy interface is designed to be intuitive, easy to use, and quick to download (if used via the Internet). The key areas of the interface are outlined below:

Navigating the Program

Drop Down Boxes, Scrolling Text, and Sliders

As you navigate through the simulation, you will notice various objects, such as buttons, sliders, and links. All orange colored objects are clickable or can be manipulated.

Drop Down Box

To make a selection, click the box to open it, then click your selection.

Slider

To set a value with a slider, you can click the + or – buttons; or click and drag the handle; or click on the white box and type in a number with the keyboard.

Scrolling

To scroll text in a window, click on the up and down arrows. You can also click and drag the orange square to scroll faster.
## Simulation Menu & Scene Buttons

**Simulation Menu**

Use these buttons to navigate to different screens in the simulation.

**YOUR LIFE**
Allows you to monitor and change (if not locked) your life plan, monitor your net worth, and watch television.

**INCOME AND MONEY**
Allows you to transfer money between savings and checking accounts, change jobs (if not locked), pay bills, make investments, or buy lottery tickets.

**LIFESTYLE & EXPENSES**
Allows you to choose your desired lifestyle and related expenses (if not locked).

**ASSETS**
Allows you to buy assets such as car, home, appliances, electronics, and more.

**LIABILITIES**
Allows you to monitor credit card expenses, mortgage, and car loan. You can also file your yearly income taxes.

**ECONOMY**
Allows you to review economic news, monitor key economic indicators of economic growth, inflation, unemployment, and prime rate to assist you in making financial decisions.

**TIME ADVANCE**
Allows you to advance time to the next week. If time advance is set to “manual,” you must click here to advance to each new week. If the setting is on “automatic,” you can still click here to move time ahead before it advances automatically.

<table>
<thead>
<tr>
<th>Scene Buttons</th>
<th>Simulation Menu</th>
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<tbody>
<tr>
<td>Above the simulation menu buttons, each of the main screens has different clickable areas within the scene, allowing you to access the various features of the simulation.</td>
<td>Use these buttons to navigate to different screens in the simulation.</td>
</tr>
</tbody>
</table>
Status Window, Advisor Window & Application Menu

Status Window
This window displays your age in the simulation and a summary of your key financial information. It is always visible so you have instant access to this important data.

SIMULATION TIME
The simulation’s current week, year, and calendar date.

YOUR AGE
How old you are in virtual years.

CASH & BANK
Total cash in your bank accounts plus cash on hand.

INVESTMENTS
Market value of your current investment portfolio — all your investments.

PERSONAL ASSETS
Market value of your non-investment assets, recorded under the Assets menu button.

CREDIT CARD
Current unpaid balance on your credit card.

OTHER LIABILITIES
Total other amounts owed from loans and all payments due.

NET WORTH & CHANGE SINCE START
Current net worth in dollars and percent change since the simulation started.

MONEY IN, MONEY OUT, CASH FLOW
Current cash flow based on your income minus expenses and debt payments.

CREDIT RATING
Your current credit rating based on payment history.

Advisor Window
The Advisor Window displays information and advice as you are playing the simulation.

Application Menu
SETUP
Takes you to the application options:
• Start a new simulation.
• Save this simulation.
• Resume a saved simulation.
• Turn Sound on or off.
• Quit the program.

TIME
Allows you to speed up or slow down the speed at which time advances in the simulation. Also allows you to change the number of years the simulation will run, or end the simulation.

PERFORMANCE
Takes you to the report on your performance for this simulation.

HELP
Displays detailed help for the simulation.

RANDOM EVENTS
Indicator if random events are turned on or off.
6. Performance Evaluation

Success in GoVenture Financial Literacy

GoVenture Financial Literacy is designed to be fun and educational. There are two overall measurements for success:

1. How much you learned about managing your personal finances.
2. How successful you were in meeting your Life Plan objectives.

If you know more about personal finance than you did before, have gained some insight and confidence, and perhaps had some fun along the way, then consider your experience a success!

If you wish to evaluate the results of your business decisions during the simulation, you can do so by reviewing the GoVenture Performance Report or by conducting your own personal evaluation.

A complete recap of your simulation decisions and results can be viewed by clicking the Performance button on the Application Menu. To conduct your own evaluation of your performance, consider what your Life Plan objectives were, and how well you met them.

Depending on your objectives, you can focus success criteria on:

- Maximizing net worth, or
- Meeting and surpassing established goals, or
- Balancing risk in your asset portfolio, or
- Maintaining a quality of life in the "present" while establishing a sufficient net worth to provide for retirement.

GoVenture Performance Report

You can access GoVenture’s performance report at any time while your simulation is running, or after you complete the simulation by clicking the Performance button on the Application Menu. You can print it out or save the simulation file so you can view the report at a later date, even after the simulation has ended.

The performance report includes the following information:

- Simulation file settings.
- Financial success score.
- Recap of your life plan compared to actual events.
- Assets (including Investments), Liabilities, and Net Worth.
- Income and Expenses.
- Gambling.
- Summary of the economic factors.
Simulation File

This section of the performance report includes the file name, password, and description given if you have saved the file. It shows whether you are running in single or multiple player mode, and gives the start and end dates. It also shows what features were locked and if random events were on or off.

Score

The score is based on your financial success, measured by the growth in your net worth (wealth), i.e. your ending net worth minus your starting net worth.

Your growth in net worth is displayed, along with a score and an adjusted score.

The score is a value from zero to 100 percent, based on how much the dollar value of your net worth grew. The adjusted score takes into account your financial objectives, set up in your startup profile. If you set high financial objectives in your profile, your financial results score will be the same as your adjusted score. If you have modest or moderate financial objectives, your adjusted score will be higher than the score on financial results alone, because your profile indicates that monetary gain is not your primary goal. If your adjusted score exceeds 100%, it means you have exceeded the expectations of your financial profile’s objectives.

Life Plan Goals compared with Actual Results

For each of the areas of the life plan, your goals and the simulation results are recapped. This includes:

- You & Your Family
- Education & Training
- Career
- Homes
- Cars
- Vacations
- Monetary Goals
- Other Goals

Assets, Liabilities, and Net Worth

This section provides the starting and ending values (at market value) of your cash accounts, investments, other assets, and total assets. It lists your starting and ending liabilities, and starting and ending net worth.

Income and Expenses

This section of the performance report gives a summary of your starting and ending income sources and expenses.
Gambling

This section of the performance report gives an overview of your gambling history: the number of lottery tickets purchased, the total cost of these tickets, your winnings and your net gambling income or loss.

Economy

The economy section provides you with a recap of how the economic factors may have affected your results by graphing the trends in the four economic indicators tracked throughout the simulation.

Detailed Transactions

In certain versions of GoVenture Financial Literacy, more detailed lists of week to week transactions may be available.

The performance report is designed to provide you with a score based on pre-established financial factors, so you can compare your results with others or with your own earlier scores. Remember, that this score may not be an accurate reflection of how much you learned. The performance report also gives you details of how your simulation was set up and run, so that you can perform your own in-depth evaluation of your performance.

7. Next Steps

If you enjoyed the GoVenture Financial Literacy experience, we encourage you to try other GoVenture simulations, where you can gain years of experience in minutes!