

Appendix B: Energizers

Energizer Name: Asset Bingo	
Estimate of Time: 10 minutes	
Materials Required: <ul style="list-style-type: none"> <input type="checkbox"/> Asset Bingo Card <input type="checkbox"/> Pen for each participant <input type="checkbox"/> Prizes for top three winners (Pay Day Bars, Spending Diaries, iTunes Cards, etc.) 	
Facilitator Instructions	Materials and Visual Aids
<p>In this activity, participants try to get Asset Bingo by filling in the blanks with other participants' signatures. In order to sign a card, participants must either answer the question or perform the action called for on the card.</p> <p><i>Note to Facilitator: You can make up questions you feel are more appropriate for the group you are training.</i></p> <p>Use the following instructions to facilitate this activity.</p> <ul style="list-style-type: none"> ▪ Distribute cards. ▪ Instruct participants to get Bingo by filling in the blanks with other participants' signatures. In order to sign a card, participants must either answer the question or perform the action called for on the card. ▪ Explain that participants may not: have any repeats in terms of people signing the card, may not sign a box themselves, and if the group is big enough, may not have the signature of anyone sitting at their tables. ▪ Instruct participants move about the room and try to get Bingo; have people come to the facilitator if they get Bingo. ▪ Allow the game to continue until three participants get Bingo. ▪ When people sit down process by asking what people learned about their peers. Also, if you have content related question as shown in the example be sure to answer these questions. <p>TRANSITION <i>Now that you know a little more about each other and have had a chance to get up a move around, we are going to continue with . . .</i></p> <p><i>Note to Facilitator: If you are using this activity within a session other than the first session, you will need to change the transition statement</i></p>	<p>Distribute Bingo cards to participants face down until everyone understands the instructions.</p>

A	S	S	E	T
Who can tell you the difference between credit and debt?	Who has a hobby? What is it?	Who has done something adventurous in the past year? What was it?	Who has read the same book as you? What was it?	Who can define asset? Have them give 3 examples.
Who can describe their favorite meal? What is it?	Who can define financial capability? Ask them to define it for you.	Who speaks another language? What is it?	Who would travel? Where would they go?	Who has seen the same movie as you? What was it?
Who has a birthday in the same month as you? Which month?	Who can explain what social capital is? Ask them to explain it for you.	Who knows a song using the word "money"? Have them sing a short phrase from the song.	Who can list three asset goal options for the Opportunity Passport™ Matched Savings?	Who has the same color eyes as you? What color are they?
Who has developed a budget before? How long did they use it?	Who enjoys the same type of music as you? What type of music?	Who has invested in an asset? What was it?	Who did something embarrassing? What did they do?	Who has or would have a pet? What kind do or would they have?
Who has a favorite song? What is it?	Who can describe their dream job? What is it?	Who can share a favorite quote they have memorized?	Who wants to start a business? What is it?	Who would not work for living if their expenses were taken care of? What would they do with their time?

Energizer Name: Asset Building Pictionary	
Estimate of Time: 10 minutes	
Materials Required: <ul style="list-style-type: none"> <input type="checkbox"/> Set of 5 – 6 “Pictionary cards” for each group <input type="checkbox"/> Scrap paper <input type="checkbox"/> Pencils/pens for each group <input type="checkbox"/> Prizes for winning team (Pay Day Bars, Spending Diaries, iTunes Cards, etc.) <p><i>Ideas for Pictionary Cards: Credit Report, Savings, Investment, Asset Building, Credit Scores, Budget, Goal, Vision, Opportunity Passport™, etc.</i></p>	
Facilitator Instructions	Materials and Visual Aids
<p>In this activity, participants try to guess terms drawn by another team member. The team member cannot share what they are drawing, may not use words in the drawing, and may not act out what they are drawing. The team that gets through their stack of cards, which the facilitator keeps, wins.</p> <p>Use the following instructions to facilitate this activity.</p> <ul style="list-style-type: none"> ▪ Make a set of cards for each group. Each set can have the same cards or different cards ▪ Set stacks of card (there should be no more than six cards) in front of you (facilitator) for each team with a team number. ▪ Instruct groups to select their first drawer. Explain that everyone on the team should get a chance to draw. ▪ The drawers from each group come to wherever you have stacks of cards and view the first card from their respective stacks. ▪ They then go back and draw the item for their group. Their group has to guess the item. The drawer cannot speak or use words in their drawing. They can write down a word in a multi-word phrase that has been guessed. ▪ Once a team guesses the item correctly, another drawer from the team comes to the facilitator for card #2 from their team’s stack. ▪ The winning team is the one that gets through its stack first. <p>TRANSITION <i>Now that you have had a chance to get up a move around, we are going to continue with . . .</i></p> <p><i>Note to Facilitator: If you are using this activity within a session other than the first session, you will need to change the transition statement</i></p>	<p>1 set of cards for each team</p>

Energizer Name: Asset Building Charades	
Estimate of Time: 10 minutes	
Materials Required: <ul style="list-style-type: none"> <input type="checkbox"/> 2 sets of "charades cards" <input type="checkbox"/> Timer <input type="checkbox"/> Prizes for winning team (Pay Day Bars, Spending Diaries, iTunes Cards, etc.) <p><i>Ideas for Charades Cards: Making a deposit, Making a budget, Paying rent, Asset building, Setting Goals, etc.</i></p> <p><i>You can also use movie titles, books, songs, etc.</i></p>	
Facilitator Instructions	Materials and Visual Aids
<p>In this activity, participants try to guess terms acted out by another team member.</p> <p>Use the following instructions to facilitate this energizer.</p> <ul style="list-style-type: none"> ▪ Divide the group into two teams. ▪ Review the rules of charades: no words, only actions; can use sounds like, etc. ▪ Explain that each acting round will be timed (use 1 to 2 minutes). ▪ Have one volunteer from the first team start. Explain that only the team members of the charade actor should be guessing, but that the other group should be paying attention because they will have a chance to guess if the other team runs out of time. ▪ Keep score. ▪ Give 10 points to the team that guesses. ▪ Congratulate winning team. <p>TRANSITION <i>Now that you have had a chance to get up a move around, we are going to continue with . . .</i></p> <p><i>Note to Facilitator: If you are using this activity within a session other than the first session, you will need to change the transition statement</i></p>	<p>1 basket, box, hat or bag for each team with the charade cards inside.</p> <p>Note that each team will have to have different cards.</p>

Energizer Name: Simon Says¹	
Estimate of Time: Less than 10 minutes	
Materials Required: <input type="checkbox"/> None <input type="checkbox"/> Prizes for winning participants (Pay Day Bars, Spending Diaries, iTunes Cards, etc.)	
Facilitator Instructions	Materials and Visual Aids
<p>In this activity, participants try act out whatever Simon says by themselves or in teams of 2, 3, or 4. Participants not able to team themselves are invited to sit down as this is an elimination game.</p> <p>Use the following instructions to facilitate this energizer.</p> <ul style="list-style-type: none"> • Explain that this is just like Simon Says, but a little different. • Explain that there are four things that they will act out: • Making a budget—1 person (do the actions of making a budget) • Making a deposit—2 people (one person pretend they are counting money to another person acting like a teller receiving the money) • Conducting a home inspection—3 people (one person doing the inspection, one person acting like the realtor, and one acting like the home inspector) • Celebrating a business opening—4 people (everyone jumping up and down and cheering) • Invite participants to stand up in a relatively open space in the room. • Start calling out instructions: “Simon Says make a budget, Simon Says celebrate a business opening, etc. • As people are unable to join a group, ask them to sit down. • When there are a few people left, declare game over and have participants sit down. <p>TRANSITION <i>Now that you have had a chance to get up a move around, we are going to continue with . . .</i></p> <p><i>Note to Facilitator: If you are using this activity within a session other than the first session, you will need to change the transition statement</i></p>	

¹ Adapted from exercise outlined in Building Native Communities Appendix.

Energizer Name: American Idol – Money Songs Edition	
Estimate of Time: 15 minutes	
Materials Required: <input type="checkbox"/> A couple of toy microphones are optional <input type="checkbox"/> Prizes for winning team (Pay Day Bars, Spending Diaries, iTunes Cards, etc.)	
Facilitator Instructions	Materials and Visual Aids
<p>In this activity, participants in teams try to come up with as many songs relating to money as they can. After a brief brainstorming period, the teams compete with each other to see who is standing after a few rounds of singing their “money songs.”</p> <p>Use the following instructions to facilitate this energizer.</p> <ul style="list-style-type: none"> • Get participants into teams. Try to have no more than 4 or 5 teams. • Give the teams one to two minutes to brainstorm a list with their team of songs that are about money. • Be sure to instruct them to put away phones and other smart devices; ask them to only use their memories and not search the Internet for the answers. • Instruct the teams to keep their brainstorming to a whisper because they don’t want the other teams to hear them. Instruct them to use the worksheet to document their ideas. • Using “round robin technique” go around the room asking teams to sing a part of one of the songs they have listed. Tell participants that if another team has already “performed” a song on their list, they cannot use it UNLESS they sang it incorrectly—words or tune. • The winning group is the last group singing. [Note: If after 4 times around there is still more than one group, have them share their lists and the group with the most remaining songs wins.] <p>TRANSITION <i>Now that you have had a chance to get up a move around, we are going to continue with . . .</i></p> <p><i>Note to Facilitator: If you are using this activity within a session other than the first session, you will need to change the transition statement</i></p>	