

SMG At Home ADVISOR'S GUIDE SAMPLE

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For More Information visit www.stockmarketgame.org

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Welcome!

Thank you for choosing to teach your child about personal investing through the SIFMA Foundation's **SMG Homeschool** program. The SMG Homeschool program organizes the core lessons and activities in **The Stock Market Game™** (SMG) program's curriculum into an easy-to-use student workbook.

The Stock Market Game program is a comprehensive and engaging financial education program developed by the **SIFMA Foundation**. It advances academic achievement for students in grades 4 to 12, while providing them with opportunities to practice essential saving and investing skills. Since 1977, millions of classrooms across the US and internationally have used the SMG program to connect their math, English Language Arts, and social studies text books to the real world.

In the SMG Homeschool program, your child will be asked to conduct basic investment research to create and manage an online investment portfolio. They will be asked to invest in stocks, bonds, and mutual funds. The **SMG Homeschool Student Workbook** will guide your child through a sequence of activities and provide evidence of learning for those school districts requiring it.

The **SMG Homeschool Advisor Guide** is designed to assist you with supporting your child's learning. It includes the answer keys to workbook activities, tips for effective teaching, and supplemental activities for a richer online experience. Use this guide to help your child get the most out of their SMG Homeschool experience.

Thank you again for choosing the SMG Homeschool program.

For more information about The Stock Market Game visit www.stockmarketgame.org

Information about the SIFMA Foundation is available at www.sifma.org/foundation



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The SMG Homeschool Student Workbook

The **SMG Homeschool Student Workbook** provides activities that prepare your child to conduct transactions at increasingly complex levels. The activities in the SMG Homeschool Student Workbook are organized according to the SMG program's core units and lessons. The SMG Homeschool Student Workbook provides enough activities for a semester long course (about 16 weeks).

As your child progresses through the activities provided in the workbook, please review each completed activity before allowing your child to advance. Answer sheets are provided for you. Review the completed activity sheet first by yourself and then together with your child. If you feel it is necessary, have your child redo the activity sheet and repeat the review process.

If you would like additional activities to enrich your child's SMG Homeschool experience, please visit the SMG program's **Teacher Support Center** for additional lessons and projects. The Teacher Support Center is an online curriculum resource that is available through the SMG Advisor ID you are assigned upon successful registration at www.stockmarketgame.org.

Answer Keys

The SMG Homeschool Advisor's Guide includes answer keys for activities in the SMG Homeschool Student Workbook. Activities asking open-ended questions do not have answer keys since responses will vary. When your child has completed an activity, please review their responses before allowing them to continue to the next activity. Review the completed activity first by yourself and then together with your child. If you feel it is necessary, have your child redo the activity sheet and repeat the review process.



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Getting Started

Computer Access

The SMG Homeschool program is an online activity. You will need a computer with internet access to participate in the program. You may also access The Stock Market Game website, the student online portfolio, and the Teacher Support Center on a tablet or iPad.

If you do not have internet access on your own computer, laptop, or mobile device, please ask your local library or community center. Many of these organizations allow people to borrow their equipment and use internet access for predetermined periods of time.

While it is possible to complete the Student Workbook activities without a computer or internet, doing so excludes your child from practicing necessary Information, Media, and Technology skills as determined by the Partnership for 21st Century Skills.

Time and Organization

Generally speaking, each activity may take your child between 45 minutes or more to complete. However, you are strongly discouraged from pressuring your child to complete activities within a specific time frame. Each child is unique and should be given the opportunity to fully comprehend the material.

While the time for completing activities in the SMG Homeschool Student Workbook is flexible, the online trading associated with the activities is not. Trading in the SMG Homeschool program coincides with the trading sessions offered by The Stock Market Game program. Trading sessions can run from 10 weeks to a year. To find the trading sessions available to you visit The Stock Market Game website and click Register. Select your country, state, and local Stock Market Game program.

Teams

If you have more than one child participating in the SMG Homeschool program, you may wish to organize them into a single team, as opposed to providing each child with their own ID and password. Organizing your children into a team helps them practice the 4Cs – Critical Thinking, Communication, Collaboration, and Creativity -- identified as Learning and Innovation Skills by the Partnership for 21st Century Skills.



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If your children are working as a team, choosing a team name is a good consensus building activity. Follow the steps below to help them be more effective teammates:

- 1. Brainstorm** - Have everyone list several ideas with reasoning but no evaluative comments. Get into the habit of requiring everyone on your team to participate. Let your style show with the names you suggest!
- 2. Evaluate** - Have each person give their first two choices for names and see if you have overlap. Reduce the combined list to four names or less.
- 3. Discuss** - Don't vote! Ask each person to give a pro and con for each of the top four names. Based on this analysis, choose your top two names. Do pros and cons on the top two names with each person making a proposal for the top name and others chime in with support.
- 4. Decide** - If necessary, take a vote at this point to select the team name. Voting is only used when a team can't make it to consensus.

SMG Team Roles

Assigning roles to the members of a team ensures each child participates in the learning process, is accountable for group assignments, and supports group decision-making.

Any combination of roles is possible, including rotating the roles so all team members have an opportunity to take on different responsibilities. You may also assign a single team member multiple roles. For example, recording team answers in the journal could be done by all team members.

Below are some suggested roles for team members:

Captain/Director - Coordinates the efforts of entire team including team activities, maintaining their password and checking their Rankings report.

Basic Economic Research Coordinator - Coordinates team research, fundamental economic data regarding the overall economy, and relevant current events which could affect companies whose stock the team owns or is thinking of buying. He/She uses their team portfolio's Outside Links, additional Internet sites, newspapers, etc., to report on current market activity, economic indicators, news about the industry, etc.

Advanced Economic Research Coordinator - Coordinates team research of market data for companies whose stock is owned by the team or is being considered for purchase or sale. They use recommended web sites to report on current market conditions. They also find stock ticker symbols and checks stock data (highs, lows, and closing prices).

Record Keeper - Keeps a record of all transactions made by their team and uses this information to verify portfolio data. They review their team portfolio's



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Transaction History, Account Summary, Account Holdings, and Gains & Losses reports for accuracy.

Journal Recorder- Completes the Journal pages after discussion and agreement by the team members.

Conducting Research

Research is essential to building and managing a successful investment portfolio. Children in the SMG Homeschool program are expected to conduct research on several stocks, mutual funds, and bonds before making their first trade.

The first few activities in the SMG Homeschool Student Workbook focus on preparing teams for their first trade. For example, one of the early activities in the SMG Homeschool Student Workbook asks your child to analyze a piece of text and apply what they've read to answering several questions. There is also an activity that encourages them to conduct an informal survey of the companies that make the products they use.

In addition to the activities in the SMG Homeschool Student Workbook, encourage your children to read a variety of online and print financial news websites. The goal of doing this is to form a "news habit" so they automatically use multiple sources of information when developing an opinion. This will benefit them long after they have completed the SMG Homeschool program.

Some popular financial news websites are:

Bloomberg: <http://www.bloomberg.com/>
Morningstar: <http://www.morningstar.com/>
New York Times Dealbook: <http://nyti.ms/1EyMFmQ>
Yahoo! Finance: <http://finance.yahoo.com/>

You might have your child create a list of useful financial news websites of their own as an additional activity.

Starting From What They Know

To get your child thinking about the companies they might invest in, start with what they already know. With your child, create a list of the products you have at home like cleaning products, dish soap, bath soap, laundry detergent, food items in the refrigerator or cupboard. In addition to the product name, they should also record the company that makes the product. This information is usually found on the product's label. Afterwards, discuss where the product was bought, then go online and look up who makes the product, and other products produced by the same company.



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