

# Banqing on Basics

Getting Started with Banqer  
All levels



## Rationale for Learning

This simple resource looks at how you can establish Banqer within your classroom programme. It introduces students to the basics of Banqer, skills they will use throughout their time using Banqer.

It is recommended to use this resource in conjunction with [Banqing on Rules](#), [Banqing on Motivation](#), [Banqing on Rewards](#), and [Banqing on the Curriculum](#). (Underlined resources are hyperlinked).

## Getting Started

### Teacher preparation

Once you have completed registration and uploaded your class, you will arrive on at your dashboard. On your dashboard you will see a widget that will lead you through a four step guide to getting started with Banqer. This guide can be dismissed, so you can take a break and come back to it later, and steps can also be restarted.

Before introducing your students to Banqer you will need to complete at least the first two steps; your Orientation Tour and Banqer Licence.

#### Orientation Tour

The Orientation Tour will lead you through a variety of different aspects of Banqer, helping you familiarise yourself with where everything lives and works.

#### Banqer Licence

The Banqer Licence helps you work through setting up the Parent Portal, creating groups, sending a welcome payment to your students, and nominating a weekly income for your students. Once you complete your Banqer Licence you'll be ready to introduce Banqer to your students.

### Introducing your students

It would be really useful to set aside a teaching block or chunk of time so you can really focus on introducing Banqer to your students to ensure they use it properly and understand the associated responsibilities. There will always be a few students that push the boundaries and make silly transactions and this is all part of the learning. It gives you an opportunity to discuss how vital it is to be sensible with their money. Also, when students miss out on auctions or other fun activities they quickly learn that using Banqer in the correct way is really important.

#### Student Orientation

Once you have completed your Banqer Licence you'll be ready to introduce your students to Banqer. Like you have already done so, you students will complete a quick orientation once they have completed their multi-choice quiz and have selected their avatar.

You may wish to complete stage three by yourself before you introduce Banqer to your students so you're familiar with their orientation. You may also wish to work through it with them at the front of the class before providing them with their log-ins and having them rush through it themselves. If you've already completed it yourself and want to go over it again with your students you can just restart the step.

## Student Passport

Once your students have completed their orientation and are a little more familiar with Banqer you can begin stage four of the guide. Stage four unlocks student's Banqer Passports and allows them to work through a variety of tasks so that they're set-up and good to go.

We recommend you don't start stage four until you're ready for your students to start their Banqer Passports and have agreed as a class what bills your students are going to pay (e.g. desk rental, wifi rental, device rental). Again you may wish to do this stage as a class to ensure everyone is comfortable and confident with what is required.

Through the Banqer Passport students will practice transferring money from their everyday to savings account, make a small (50 cent) payment to you, and if you choose for them to do so, set-up an automatic payment for bills.

Once you have completed your four step guide both you and your students should be ready to start using Banqer in earnest!

## Other helpful starter tips

It is important to establish some pretty solid rules around how to use Banqer, what it is to be used for and put some consequences in place to help management. Use the Banqer on Rules resources to help you get going.

If you have any paper money (you can always get the students to create a class currency, or download the Banqer currency from the Resource Hub) use it to really enforce positive behaviours and give students a tangible, hands-on experience. You can always move away from physical money later once the Banqer routines are going well.

Have a class Banqing sessions a couple of times a week. Use a notice that shows when the Banq is Open or Closed as it really helps with letting students know when they can deposit money into the Banq and stops them asking all the time.

For the first few weeks monitor that students are using proper references for every transaction they make. It only takes a moment by looking at Classroom Transactions on the side-bar.

Once routines are set-up and your students understand the responsibilities of using Banqer, you can also get some students up as Classroom Banqers. This allows them to make payments on your behalf from your account of infinite funds and allows them to review other transactions their classmates are making. You obviously need to be careful with this option though and reserve it for the most trustworthy student(s) in your class. Instruction on how to do this are outlined in the Banqer Academy article titled, 'Student Banqers'.

## FAQ's

### 1. How much money do I give out as a reward at the start?

This is totally up to you but it is always a good idea to start low. Maybe use \$1 and \$5 payments for good behaviour or simple jobs and \$20 for something really awesome. You can always move up from there.

### 2. What can my students use their Banqer dollars for?

The possibilities are endless really. Read the Banqing on Motivation and Banqing on Rewards resources to help give you some more ideas.

**3. When should I allow students to make transactions with their peers?**

It is usually a good idea to do this after they have a good grasp of logging in, making simple transfers between accounts and can use sensible references. You can allow it right from the start if you wish as well. Generally, when class jobs start, it is a good idea, especially if the students have employees to pay.

**4. What should I do if my students make silly transactions and references or use Banqer inappropriately?**

There will always be those who push the boundaries or play around. Use these as teachable moments and give them reminders about what to do sensibly. Relate things back to the real world and explain what would happen in real life if people made silly payments. You could also set up a fine, say \$5, for inappropriate Banqer use. When you have your first auction or class reward the students soon learn that being sensible, earning money and not getting fined is super important and fun.

**5. What is the difference between getting students to pay me via automatic payments or one-off payments and using direct debits?**

These are effectively the same thing, however, getting the students to set-up an automatic payment, or making a one-off payment, helps them to manage their money better. If your students are not very good at making payments you can take control and direct debit them. This could be for a fine or a set expense like desk rent, paying for power or wifi or anything else really. There is a unit on Direct Debits, which teaches students about how to set these up.

