

Banqing on Rules

Example Rules to get Banqer started in your classroom

Suitable for all ages



Setting Rules for Banqer's use

Teachers and students can work together to create a list of rules and expectations while using Banqer in the classroom. This ensures that everyone has fun while maximum learning is taking place.

These rules were developed through using Banqer in the classroom and may give teachers and few ideas on how to get Banqer up and running quickly.

Our Banqer Rules:

1. You can only spend Banqer money on class approved items, products or activities. This means you can not buy your friend's lunch off him or her because it looks yummy or bring in your sister's toys to sell.
2. Add a reference whenever you make any payments using Banqer. This means you will be able to remember what you paid for and it lets others know who paid them.
3. Only make transfers or payments that are needed. If you keep sending your friend \$0.01 for fun it gives you a funny balance to work with and creates a long list of unnecessary transactions.
4. Log into Banqer everyday. This will make sure you keep track of your money and make sure you are making payments or receiving money.
5. Do not share your password with anyone. This just makes sense and shows some cyber safety knowledge.
6. Be creative in the way you think about earning and growing your money.
7. Make sure you keep track of jobs that you do as evidence to make sure you get paid. No evidence, no pay.
8. Any disputes about money must be taken to the teacher or the Class C.E.O.

With your class compile a list of Banqer rules that everyone will abide by. As students will be initially unfamiliar with financial concepts and what Banqer entails this exercise may need to be strongly guided. Once you have a list that your class is happy with display it where students can easily refer to it.

Know that this list is a living document and as you interact more with Banqer and Banqer modules you may want to add or adjust rules.