

WHAT IS BANK ON IT®?

AN ONLINE ACCOUNTING-BASED GAME



BROUGHT TO YOU BY THE AICPA & CIMA

Bank On It® is an online accounting-based game suitable for in-person, online or hybrid classrooms. It features more than 2,000 questions that will challenge your students on accounting concepts, give them a taste of real working-world scenarios and reinforce what you're teaching in the classroom.

Bank On It® has three versions:

FINANCIAL LITERACY:

Covering topics all students need to master financial management skills in the real world including balancing a checkbook, understanding credit scores and investing in a startup company.

INTRODUCTORY ACCOUNTING:

Covering business and industry, public accounting and nonprofit accounting fundamentals that students learn in most introductory accounting courses.

ADVANCED ACCOUNTING:

Covering higher-level accounting concepts, including opportunities for students to analyze financial statements, pulled straight from the *AICPA Accounting Program for Building the Profession (APBP)'s advanced accounting curriculum.

*What is the Accounting Program for Building the Profession (APBP)?

AICPA APBP provides high-school accounting and business teachers with the tools and training needed to implement a higher-level accounting curriculum in their classrooms.

Learn more and sign up for training at:
[StartHereGoPlaces.com/APBP](https://www.startheregoplaces.com/APBP).



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INSPIRED
by high school
accounting
textbooks.



REVIEWED
by real CPAs.



DESIGNED
by students,
for students.

BANK ON IT[®] 101

The Objective

The game's objective is to be the first person to earn the goal bank balance by correctly answering accounting-related questions.

Students will begin by choosing the goal bank balance and sending a game invitation to a classmate, other online player or the computer. The players take turns rolling the dice and moving around the board as they answer accounting-related questions. They'll earn cash for correct responses and lose it for incorrect ones. The first player to rack up the winning bank balance wins!

About the Questions

There are more than 2,000 questions in Bank On It[®] compiled from 15 accounting textbooks, accounting experts and financial literacy gurus. Students only answer questions that match the type of game they're playing, whether it be the Intro to Accounting, Advanced Accounting or Financial Literacy version.

The higher the balance, the longer the game.
Got a few days to play? Play to the \$575,000 max.
Got an hour? Maybe shoot for \$1,000.

Here's a sneak peek at a few of the questions:

FILL IN THE BLANK

The three types of budgets that can be adopted by a non-profit are: a break-even budget, a surplus budget and a budget.

A CATCH WITH A CATCH

Your firm has the opportunity to hire a well-known CPA who specializes in a specific accounting service. You expect adding him to the team could be the beginning of a whole new department at your firm. But if you bring him on, you'll also have to invest in specialized software for his niche area, which would cost approximately \$10,000 per year. There is no other software that will get the job done and clients would expect their work to be done with it. Do you invest in hiring the new CPA?

ACCOUNT FOR IT

Tiffany Perkins owns a floral shop. She received a payment of \$350 on account from a bride who had ordered flowers for her wedding. Use double-entry accounting to balance the accounting equation for her records. The Cash in Bank account increased by \$350 dollars and Accounts Receivable:

- A. Decreased by \$350
- B. Increased by \$350
- C. Stayed the same
- D. Decreased by \$700

HOW TO PLAY

Bank On It® is fully responsive, which means students can play whether they're on the go, on their own devices, or in the classroom. They can participate in up to 10 games and/or tournaments at a time.

Before introducing your students to the game, we recommend playing a round for yourself to see how it works. Once you get a feel for it, try playing it with your class on a big screen.

How to play a single game

Students can play multiple games against multiple people, and who they play is up to them. They can find an opponent by:

- Inviting their classmates to play via email
- Choosing from other online players (including classmates) from the list
- Playing the computer

To start a game, students will:

1. Create a Start Here, Go Places.® account or login to their existing account.
2. Launch Bank On It® by clicking Play now from the Start Here, Go Places.® home page, navigating to Features & Programs > Bank On It®, or going straight to BankOnItGame.com.
3. Click Begin or Start A New Game.
4. Choose a topic and the goal bank balance.
5. Find an opponent by challenging a user that is currently online, sending an email invitation or playing the computer.
 - a. If inviting an opponent via email, wait for the opponent to accept the invite before moving to the next step.
6. Choose a gamepiece icon and color.
7. Start playing!

Tip: Players can manage their games and see where they rank in the Game HQ section.

HOW TO PLAY

How to set up a classroom tournament

Tournaments add another level of competition and allow you to track each student's wins, losses, logins and missed questions. These insights allow you to see which questions your students are getting right and which topics they may need to revisit.

To start a tournament:

1. Log into StartHereGoPlaces.com.
 2. Go to Settings.
 3. Find your unique Bank On It® Educator (Classroom) Code and copy it.
 - a. Note: If you do not see a classroom code, contact StartHereGoPlaces@aicpa.org for assistance.
 4. Send your classroom code to your students and instruct them to:
 - a. Log into StartHereGoPlaces.com.
 - b. Go to Settings and enter it into the Classroom Code field under School or navigate to Features & Programs > Bank On It® and enter it into the Classroom Code field.
- Once your students have added their classroom codes:
5. Log into StartHereGoPlaces.com and go to Bank On It® > Launch the Game.
 6. In the navigation, click Tournaments > New Tournament.
 7. Choose the accounting level, focus and winning balance.
 8. Select all or some of your students to play and click Next.
 9. Enter a name for your tournament.
 10. Click Create Tournament.
 - a. Your students will receive an email with an invitation. The game will automatically assign opponents and set up the number of rounds of play.
 - b. From here, you can track their progress from the Tournaments tab and see who's making their way through the brackets. You can also encourage students to play other opponents outside of the tournament or play the computer while they wait for their turn.
 11. Finally, celebrate the tournament winner!

Want to opt out of Bank On It® emails? Go to Settings to change your game communication preferences.

USING BANK ON IT[®] IN YOUR CLASSROOM

Bank On It[®] is more than just a game - it's a digital learning tool you can use to reinforce what you're teaching in a fun way. Here are a few more tips for making the most of Bank On It[®] in your classroom:

ENCOURAGE GROUP PLAY.

Use your own methods, but pick a team 'captain' to log in and get the group started no matter how big the group is. Playing as a team lets students consult with each other and fosters collaboration, which are skills future CPAs need.

SUPPLEMENT YOUR TEACHING.

Since games are ongoing, Bank On It[®] is a perfect tool to reinforce what you're teaching in the classroom. For example, if you're teaching the APBP Advanced Accounting curriculum, have your students play a game after you complete each module.

ASSIGN IT AS HOMEWORK.

Assign students to go home and play the game until they achieve the bank balance assigned by you. Then, you can track who played the game. This is also a great idea for extra credit throughout the year.

MAKE IT RELEVANT.

Time your students' gameplay around real-life accounting schedules, such as tax time or end-of-year budget planning, to tune them into common CPA deadlines.

CHALLENGE THEM TO MULTI-TASK.

Encourage students to play multiple games. While they're waiting for their opponent to make a move in one game, they can be playing another game too. They can even play the computer!

REVIEW STUDENT ACTIVITY.

Click Student Activity in the navigation to review their stats including games completed, wins, losses, percentage of questions correct and last login. You can also download missed questions and use this information to determine which topics you might want to review in class.

Remember – the Teacher Edition of Start Here, Go Places.[®] is loaded with online classroom resources to help you reinforce these topics in a fun way.

Want more interactive activities for your students?

Check out the Futurizer Wheel, Accounting Crossword, Future CPA Career Finder and more on the Student Edition of Start Here, Go Places.[®]



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SHARE YOUR FEEDBACK

We want to hear from you! Use the feedback link in the upper right corner of the game to send us your thoughts as well as tips for how you've incorporated Bank On It® into your classroom. (And encourage your students to do the same as they play!)

THANKS FOR PLAYING BANK ON IT®!

START HERE,
GO PLACES.®
Fueled by AICPA

