



# The Gratification Quiz

# The Gratification Challenge

## Objective:

This quiz-style game tests participants' knowledge and decision-making skills related to instant vs. delayed gratification. Players will answer questions, and their choices will be linked to rewards that represent either instant or delayed gratification.

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## Props Required:

1. **Quiz Question Sheet :**
  2. **Reward Cards (Instant vs. Delayed Rewards):**
    - Use **reward cards** similar to the previous setup. These will be given to the players based on their answers.
      - **Instant Gratification Rewards** (e.g., candy, small toy, a quick prize).
      - **Delayed Gratification Rewards** (e.g., larger prize after answering a set of questions, gift cards, a larger toy).
  3. **Scoreboard or Tracking Sheet:**
    - Use a **scoreboard** to keep track of participants' points.
      - Correct answers earn points.
      - Wrong answers might result in not receiving a reward or receiving a smaller reward.
  4. **Timer (Optional):**
    - If you want to add a time challenge, set a timer (e.g., 20-30 seconds per question). This adds an element of pressure, similar to real-life decision-making situations.
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## How to Play:

1. **Introduction:**
  - The game leader (a student or booth organizer) explains the concept of **instant gratification** and **delayed gratification**, similar to the previous game, emphasizing how making thoughtful, patient decisions can often lead to better outcomes in the long term.
2. **Game Setup:**
  - Players are divided into **individuals or teams**. Each player or team gets a chance to answer the quiz questions.
  - The **question cards** are prepared with multiple-choice answers or open-ended questions. Players are asked to choose the correct answer from a few options.
3. **Gameplay:**

- **Step 1:** The game leader reads out the first quiz question. Each player or team has **20-30 seconds** to answer the question.
    - If the player answers correctly, they earn **points** and are rewarded with a **Delayed Gratification card** (e.g., larger prize after a waiting period) or a **Instant Gratification card** (a quick reward, depending on the nature of the question).
    - If they answer incorrectly, they don't get any points or can only choose a **small reward** (instant gratification).
  - **Step 2:** The game continues with multiple rounds of questions.
  - **Step 3:** The players keep track of their points on the scoreboard. For each correct answer, they score a point.
4. **End of the Game:**
- The game continues until all the questions have been answered, or until each player/team has had a set number of turns.
  - Players tally their **points** based on the number of correct answers.
  - At the end of the game, gather the players and have a quick reflection session:
    - "Which rewards felt better: instant or delayed?"
    - "How can you apply what you learned about gratification in real life, such as with saving money or making thoughtful choices?"
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### Instant Gratification Quiz Questions for Parents:

1. **You get a bonus at work, and you're tempted to spend it all on a family vacation right away. What would be an example of instant gratification in this scenario?**
  - A) Using the bonus to pay off some debt and save for future expenses
  - B) Booking the vacation and spending the bonus all at once
  - C) Putting the bonus into a savings account for a rainy day
  - **Correct answer:** B) Booking the vacation and spending the bonus all at once
2. **Your child wants a new gaming console that costs rupees 50,000. You have the money in your account right now. What would an example of instant gratification be?**
  - A) Buying the gaming console now without saving
  - B) Setting aside a portion of the money for future goals
  - C) Waiting a few months and shopping for sales
  - **Correct answer:** A) Buying the gaming console now without saving
3. **You have a bonus paycheck and want to buy a new car. What is an example of choosing instant gratification?**
  - A) Using the bonus to buy a used car on the spot
  - B) Putting the bonus towards your emergency savings
  - C) Setting aside the bonus for future investments like retirement
  - **Correct answer:** A) Using the bonus to buy a used car on the spot
4. **You're offered a special sale on a new home appliance. It's a great deal, but you didn't plan to purchase it yet. What's the instant gratification choice?**
  - A) Buying it on impulse and adding it to your expenses now

- B) Declining the deal and waiting for the right time
  - C) Saving the money for an investment you're planning for later
  - **Correct answer:** A) Buying it on impulse and adding it to your expenses now
5. **You've received a bonus check. What would be an example of instant gratification in managing this bonus?**
- A) Splurging on a big-ticket item like a luxury handbag or a gadget
  - B) Paying off part of a credit card debt to reduce future interest payments
  - C) Using the bonus to increase your retirement savings
  - **Correct answer:** A) Splurging on a big-ticket item like a luxury handbag or a gadget
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### **Delayed Gratification Quiz Questions for Parents:**

6. **Your child wants a new bicycle, but it's not in the budget right now. What would delayed gratification look like in this situation?**
- A) Buying the bike immediately on credit
  - B) Saving a little each month to buy the bike without borrowing money
  - C) Waiting for a gift or hand-me-down from a friend
  - **Correct answer:** B) Saving a little each month to buy the bike without borrowing money
7. **Your family plans a big vacation, but the costs are high. What is an example of delayed gratification in this case?**
- A) Booking the vacation and charging it to a credit card, paying it off later
  - B) Cutting back on small luxuries (eating out, movies) to save for the vacation
  - C) Using the vacation savings to cover unexpected expenses instead
  - **Correct answer:** B) Cutting back on small luxuries (eating out, movies) to save for the vacation
8. **You have an opportunity to invest in a retirement plan with a high return, but it means not spending the money on a new car right now. What would delayed gratification look like in this case?**
- A) Buying the car right now and delaying retirement savings
  - B) Putting off the car purchase and investing in your future instead
  - C) Using the money to buy a cheaper car and investing the savings in retirement
  - **Correct answer:** B) Putting off the car purchase and investing in your future instead
9. **You are deciding whether to spend your bonus now or save it for your child's college fund. What is an example of delayed gratification?**
- A) Spending the bonus on a new TV
  - B) Putting the bonus into your child's education fund for the future
  - C) Using the bonus to pay for a weekend getaway
  - **Correct answer:** B) Putting the bonus into your child's education fund for the future
10. **You're thinking about purchasing a home and find a house you really like but it's over budget. What would delayed gratification look like?**
- A) Buying the house now and taking on additional debt

- B) Waiting a few years until you can afford a larger down payment and avoid debt
- C) Purchasing a more expensive house and refinancing later
- **Correct answer:** B) Waiting a few years until you can afford a larger down payment and avoid debt

**11. You've been wanting a new laptop for months, but you're trying to save for a family vacation. What would be a good example of delayed gratification?**

- A) Buying the laptop right away and postponing the vacation
- B) Waiting and saving money for both the laptop and vacation
- C) Giving up on the vacation and buying the laptop immediately
- **Correct answer:** B) Waiting and saving money for both the laptop and vacation

**12. You receive a work bonus and are deciding between splurging on a luxury item or saving the money for retirement. What would delayed gratification look like?**

- A) Spending the entire bonus on a new watch
- B) Saving the bonus in your retirement account for long-term security
- C) Splitting the bonus between the watch and your retirement account
- **Correct answer:** B) Saving the bonus in your retirement account for long-term security

**13. You've paid off most of your credit card debt but find a tempting sale at your favorite store. What would be the best example of delayed gratification?**

- A) Buying items at the sale and adding to your debt
- B) Paying off the remaining balance on your credit card and saving for future purchases
- C) Buying the sale items and worrying about the debt later
- **Correct answer:** B) Paying off the remaining balance on your credit card and saving for future purchases

**14. Your child wants a new gaming console, but you've been saving money for a rainy day. What's an example of delayed gratification in this situation?**

- A) Buying the console immediately and putting off your savings goal
- B) Saving for the rainy day and having a conversation with your child about waiting for the console
- C) Buying the console and skipping the rainy day fund
- **Correct answer:** B) Saving for the rainy day and having a conversation with your child about waiting for the console

**15. You've been dreaming of a luxurious vacation but are also working towards paying off your student loans. What is a good example of delayed gratification in this case?**

- A) Going on the vacation and adding more debt to your student loans
- B) Waiting until your loans are paid off and then planning the vacation
- C) Taking out a loan for the vacation while continuing to pay off the student loans

- **Correct answer:** B) Waiting until your loans are paid off and then planning the vacation

**16. You've been eyeing the latest smartphone, but you know you're saving for a down payment on a house. What is delayed gratification in this scenario?**

- A) Buying the smartphone right away and waiting to save for the house later
- B) Putting off the smartphone purchase until after you save for the down payment
- C) Splurging on the smartphone and delaying the house purchase indefinitely
- **Correct answer:** B) Putting off the smartphone purchase until after you save for the down payment

### **Reflection and Application Questions for Parents: ( BONUS QUESTIONS)**

- 1. What might happen if you always make purchases based on instant gratification instead of saving for bigger financial goals?**
  - A) You may end up in debt and not have enough for your future
  - B) You will always have extra money to save for bigger goals
  - C) You will be able to afford everything you want right away
  - **Correct answer:** A) You may end up in debt and not have enough for your future
- 2. Your child asks for a more expensive toy. You could buy it now but decide to wait until the next payday. What would be an example of teaching them delayed gratification?**
  - A) Telling them they can have it now, but it will be added to the credit card bill
  - B) Helping them save for the toy and wait until they have enough to buy it without debt
  - C) Saying no and making them wait forever
  - **Correct answer:** B) Helping them save for the toy and wait until they have enough to buy it without debt
- 3. You are planning for retirement. What is an example of delayed gratification in preparing for your future?**
  - A) Taking early withdrawals from your retirement savings to spend on luxuries
  - B) Putting off retirement savings to pay for current wants
  - C) Contributing regularly to your retirement plan and living within your current means
  - **Correct answer:** C) Contributing regularly to your retirement plan and living within your current means
- 4. You get a large tax refund and are thinking about spending it on a luxury purchase. What would be an example of delayed gratification?**
  - A) Using the refund to pay down debt and saving the rest for the future
  - B) Splurging on something expensive like a new wardrobe
  - C) Going on a shopping spree with the full amount

- **Correct answer:** A) Using the refund to pay down debt and saving the rest for the future
- 5. **Your goal is to buy a home in the next five years. What action represents delayed gratification?**
- A) Buying a home right now on a high mortgage payment
- B) Saving for a larger down payment over the next few years to avoid debt
- C) Renting a larger home and putting off saving for the down payment
- **Correct answer:** B) Saving for a larger down payment over the next few years to avoid debt

## Multiple-Choice Quiz: The Psychology of Money and Understanding Financial Markets

### 1. What does "delayed gratification" mean in personal finance?

- A) Buying things immediately when you want them
  - B) Waiting for something you want in order to save or invest money first
  - C) Avoiding saving and spending all your money on fun activities
- Correct answer:** B) Waiting for something you want in order to save or invest money first
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### 2. Which of the following is a common psychological bias that affects financial decision-making?

- A) Confirmation bias – believing only information that supports your ideas
  - B) Availability bias – making decisions based on recent events or examples
  - C) Both A and B
- Correct answer:** C) Both A and B
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### 3. What is the stock market?

- A) A place where people go to buy and sell fruit
  - B) A system where businesses and companies can raise money by selling shares to the public
  - C) A type of insurance for businesses
- Correct answer:** B) A system where businesses and companies can raise money by selling shares to the public
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### 4. What is the main purpose of financial markets?

- A) To provide a place for companies to raise funds and for individuals to invest
- B) To help people save money by offering free financial advice

C) To set the price for goods and services in a country

**Correct answer:** A) To provide a place for companies to raise funds and for individuals to invest

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**5. Which of the following is an example of a “safe” investment?**

A) A high-risk, volatile stock

B) A savings account or government bonds

C) Buying expensive cars and electronics

**Correct answer:** B) A savings account or government bonds

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**6. What is "compounding" in finance?**

A) A method to invest money in stocks

B) Earning interest on both the money you invested and the interest it already earned

C) The process of spending money on many small purchases over time

**Correct answer:** B) Earning interest on both the money you invested and the interest it already earned

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**7. Why is diversification important in investing?**

A) It helps reduce risk by spreading investments across different assets

B) It guarantees that an investment will grow

C) It increases the chances of spending all your money at once

**Correct answer:** A) It helps reduce risk by spreading investments across different assets

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**8. What does it mean to be "financially literate"?**

A) Knowing how to spend money quickly

B) Having the ability to make informed, effective decisions with your financial resources

C) Understanding only how to save money

**Correct answer:** B) Having the ability to make informed, effective decisions with your financial resources

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**9. How do emotions like fear and greed affect financial decision-making?**

A) They can lead to impulsive or irrational choices, like panic selling or over-investing

B) They help people make better decisions based on logic and reason

C) They have no impact on financial choices



**Correct answer:** A) They can lead to impulsive or irrational choices, like panic selling or over-investing

**10. What is the primary goal of investing in the stock market?**

A) To buy as many stocks as possible

B) To make quick profits from short-term trades

C) To build wealth over time by owning shares in companies and benefiting from their growth

**Correct answer:** C) To build wealth over time by owning shares in companies and benefiting from their growth

**11. What is inflation?**

A) The increase in the value of money over time

B) The decrease in the value of money, which makes goods and services more expensive

C) The process of creating more money to increase the economy

**Correct answer:** B) The decrease in the value of money, which makes goods and services more expensive



 Need or Want? Flip It!"

## Need or Want? Flip It!"

### Objective:

The goal of this activity is to help children understand the concept of needs versus wants. It will encourage parents to select essential items (needs) and non-essential items (wants) while staying within a specific budget of ₹500. At the end of the activity, students will evaluate the selections and explain why needs are more important than wants.

### Materials:

- **Cards for Parents:**
  - **Needs Chits:** Represent essential items (e.g., food, medicine, shelter, education, etc.)
  - **Wants Chits:** Represent non-essential items (e.g., gadgets, luxury items, entertainment, etc.)
  - **Budget Card:** Each parent will have a specific budget of ₹500 that they need to stay within while selecting their items.
- **Basket:** A container to hold the cards for parents to choose from.

### Steps for Organizers (Students):

1. **Set up the Activity Space:**
  - Arrange the "needs" and "wants" cards in a visible spot where parents can easily browse through them.
  - Clearly label the cards with their respective prices.

### Explain the Rules to the Parents:

- **Budget:** Each parent receives a specific budget of ₹500. They must select items from the basket but stay within their assigned budget.
- **Selection:** Parents will choose a combination of "needs" and "wants" cards that total up to their budget of ₹500.
- **Purpose:** The objective is to fill their cart with as many items as possible while ensuring they prioritize the most important needs.
- **Parents Make Their Selections:**
  - **Parents will review the needs and wants cards, selecting items that are important for them while keeping an eye on the total cost.**
  - **They can select as many items as they can afford within the ₹500 budget, but they must decide which "wants" can be sacrificed to ensure that the "needs" are covered.**
- **Evaluation by Students (Organizers):**
  - **After the parents have made their selections, students will evaluate whether the parents selected more "needs" or "wants."**
  - **Students will tally the total cost of the selected cards and ensure that parents have stayed within the ₹500 budget.**

- **Students will then explain to the parents why prioritizing needs over wants is important in real life.**
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Match the Currency to the Flag

## Match the Currency to the Flag

### Objective:

The goal of this activity is to help parents and children learn about different currencies from around the world. The activity involves matching the currency symbols with the correct country.

### Materials:

- **Currency Symbol Cards:** Cards with the currency symbols of different countries.
- **Country Name Cards:** Cards with the names of countries.
- **Judging Sheet:** A form where students can record the matches made by the parents.

## Currency Matching Activity Manual

### Objective:

The goal of this activity is to help parents and children learn about different currencies from around the world. The activity involves matching the currency symbols with the correct country.

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### Materials:

- **Currency Symbol Cards:** Cards with the currency symbols of different countries.
  - **Country Name Cards:** Cards with the names of countries.
  - **Judging Sheet:** A form where students can record the matches made by the parents.
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### Steps for Organizers (Students):

1. **Set up the Activity Space:**
  - Lay out the **Currency Symbol Cards** on a table or board.
  - Place the **Country Name Cards** in another area, easily accessible to the parents.
2. **Explain the Rules to the Parents:**
  - Each currency symbol represents the currency used by a particular country.
  - Parents will be shown the **Currency Symbol Cards** and must match them with the correct **Country Name Cards**.
  - The goal is to identify the country that uses the currency symbol displayed.

### Evaluation by Students (Organizers):

- Once all the matches have been made, review the correct answers with the parents.
- Students will explain which country uses each currency symbol and why.

**Reflection & Discussion:**

- Discuss with parents how currency is important in international trade and travel. Encourage them to think about which countries they know use a particular currency.



# Barter System Game: "Trade and Trade Again"

## Barter System Game: "Trade and Trade Again!"

### Objective:

The goal of this activity is to teach the concept of the **barter system**, where goods or services are exchanged directly for other goods or services without using money. Parents will participate in a fun simulation where they must trade items at three different stalls (low, medium, and high range) to make the best deals. The winner will be the parent who makes the best trade by the end of the activity.

### Materials:

- **Stalls Setup:**
  - **Low-Range Stall:** Basic, low-value products (e.g., small items, basic goods).
  - **Medium-Range Stall:** Moderate-value products (e.g., household items, everyday goods).
  - **High-Range Stall:** High-value products (e.g., electronics, luxury items).

**Product Cards:** Cards representing various products in each stall, each with a "value" or trade worth.

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### Explain the Rules to the Parents:

- **Low-Range Stall:** Parents must first choose an item from the low-range stall. These items are worth fewer trade tokens.
- **Medium-Range Stall:** Next, parents can use the item they received from the low-range stall to trade for a better item at the medium-range stall.
- **High-Range Stall:** Finally, parents will use the item from the medium-range stall to try and trade for the best deal at the high-range stall.

### Objective:

- The goal is to end up with the most valuable item by the time you reach the high-range stall. The better the trade, the higher the final value of the item you are left with.


### Making Trades:

- At each stall, parents must decide what they are willing to give up in order to get a better item in return.
- For example, if they trade a low-value item for a medium-range item, they may need to sacrifice something to make the trade fair and balanced.

**Evaluation by Students (Organizers):**

- After parents have made their trades at each stall, students will check the items they are left with. They will evaluate the items based on their "value" as defined by the trade tokens.
- The parent who ends up with the highest-value item from the high-range stall is declared the winner.

 Bank Booth

Reference:  Booth pics - print in A3



Game Name: Stock Roll Adventure

## Game Name: Stock Roll Adventure

### Objective:

Increase your starting cash by buying and selling stocks as their prices change.

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### Setup:

1. **Materials Needed:**

- A dice (six-sided).
- A simple game board or chart with three stocks and their price ranges.
- Starting cash: 2500.

2. **Stock Price Chart:**

Create a simple price chart for three imaginary stocks:

- **TechCo:** 40, 50, 60, \$70, \$80, \$90
- **Green Energy:** \$20, \$30, \$40, \$50, \$60, \$70
- **ToyWorld:** \$10, \$20, \$30, \$40, \$50, \$60

3. The price of each stock corresponds to the dice roll:

- Roll **1:** Lowest price (e.g., \$40 for TechCo).
  - Roll **6:** Highest price (e.g., \$90 for TechCo).
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### Game Board Example:

Create a simple board like this on paper:

<b>Stock</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
TechCo	40	50	60	70	80	90
Green Energy	20	30	40	50	60	70
ToyWorld	10	20	30	40	50	60

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### How to Play:

1. **Starting Money:** Begin with \$500.
2. **Roll for Prices:** Roll the dice once for each stock to set its price for the round.
3. **Decision:** Choose one action for each stock:
  - **Buy:** Purchase as many shares as you can afford at the current price.
  - **Sell:** Sell all owned shares of that stock at the current price.
  - **Hold:** Do nothing.

4. **Update Cash:** Adjust your cash and stock holdings after each round.
  5. **Repeat:** Play 5 rounds or until you reach a cash goal (e.g., \$800).
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## Example Playthrough:

**Starting Money:** \$500

**Round 1:**

- **Rolls:**
    - TechCo: Roll 3 → \$60
    - Green Energy: Roll 2 → \$30
    - ToyWorld: Roll 6 → \$60
  - **Decisions:**
    - Buy 5 shares of Green Energy (\$150 spent, 5 shares owned).
    - Hold TechCo.
    - Hold ToyWorld.
  - **End of Round:**
    - Cash: \$350.
    - Stocks: Green Energy (5 shares).
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## End of Game:

At the end of the set number of rounds, calculate your final cash and total stock value (shares × current price). Compare your result to the starting \$500 to see how much you've grown your portfolio!

This version keeps it super simple, focusing on rolling, choosing actions, and tracking totals without complex calculations or tracking multiple rounds of prices.



Material List which is need

## 1) Quiz

1. Scoreboard or Tracking Sheet
2. Question Paper ( Print out) for Students to read out.
3. Pluck Cards for the parents to raise.

## 2) Need and Wants

1. Large board or poster with two sections labeled "NEED" and "WANT" ( a simple chart) Flashcards or items pictures (showing different items/activities that represent needs or wants, such as food, video games, clothes, etc.).
2. Markers or stickers for participants to keep track of their progress.
3. Timer .

## 3) Match the Currency to the Flag

1. **Flag Cards:**  FinLit games
2. **Currency Cards:**  FinLit games
3. **Large Table:** A flat surface to spread out the flag and currency cards for easy viewing and matching.
4. **Two Areas on the Table:** One side of the table will be designated for flag cards, and the other for currency cards.
5. **Small Containers or Baskets :** For holding the flag and currency cards, allowing players to select cards from the "pool."
6. **Timer :** To create a time challenge for players.

## 4) Barter System Game: "Trade and Trade Again!"

1 **Items to Barter:** Print out of the Low, Mid & High Range products

2 **Three Bartering Tables:** Set up a 3 **marketplace** table where different categories of goods Low, Mid & High Range products ( One table For Each ).

## 5) Stock Roll Adventure

- 3 dices (six-sided).
- Chart with three stocks and their price ranges ( On a Chartpaper).

Create a simple board like this on chart paper (made by the students) :

<b>Stock</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
TechCo	40	50	60	70	80	90
Green Energy	20	30	40	50	60	70
ToyWorld	10	20	30	40	50	60

## 6) Bank Booth

 Booth pics - print in A3 — Print out in A3 size.

