

GET RICH! Teacher Survey

(1) AFTER STUDENTS PLAY

Play • Learn • Prosper

Please complete this survey after your students play. Mark one response for each question.

Teacher name: _____	School: _____
Grade level(s): ☐ 6 ☐ 7 ☐ 8 ☐ 9 ☐ 10 ☐ 11 ☐ 12 ☐ Other	
Approximate number of students who played: ☐ 1-10 ☐ 11-20 ☐ 21-30 ☐ 31+	

1 = Strongly disagree 2 = Disagree 3 = Neutral 4 = Agree 5 = Strongly agree

Classroom Experience

Statement	1	2	3	4	5
1. Students were engaged while playing.	☐	☐	☐	☐	☐
2. Students were able to understand the game well enough to participate.	☐	☐	☐	☐	☐
3. The game was easy to set up and explain.	☐	☐	☐	☐	☐

Student Learning

Statement	1	2	3	4	5
4. The game helped students understand the difference between assets and debts.	☐	☐	☐	☐	☐
5. The game helped students understand the difference between income and expenses.	☐	☐	☐	☐	☐
6. The game helped students understand net worth.	☐	☐	☐	☐	☐
7. The game helped students understand the difference between active and passive income.	☐	☐	☐	☐	☐
8. The game prompted classroom discussion about money.	☐	☐	☐	☐	☐

Classroom Fit & Recommendation

Statement	1	2	3	4	5
9. The game was appropriate for my students' age level.	☐	☐	☐	☐	☐
10. The game would work well as part of a financial literacy lesson.	☐	☐	☐	☐	☐
11. I would use this game again.	☐	☐	☐	☐	☐
12. I would recommend this game to another teacher or youth program.	☐	☐	☐	☐	☐

Please provide any additional feedback below.

Teacher Feedback

13. Which money idea did students seem to understand best?

14. Which cards, rules, or concepts (if any) confused students?

15. What would make this game better for classroom use?

16. Would you be willing to provide a short quote about the activity that we could share publicly?

☐ No

☐ Maybe

☐ Yes

Thank you for helping us measure the impact of GET RICH!