

Intermediate/Middle/High

Grades: 5-12

Gazillionaire!

Gazillionaire is used to teach business, math, social studies, economics and entrepreneurship. In Gazillionaire, the player runs a trading company in outer space. The player must make decisions about supply, demand, profit margins, overhead, account balances, etc. Because of Gazillionaire's "award-winning" tutorial, it appeals to a broad age group and has been used in a wide variety of courses.

FAQ

How easy is it to get started?

Registration is required. For first-time players there is a Tutorial Game which is highly recommended. The Tutorial Game allows new features to be introduced during each turn until you are playing the complete game. This is an interactive, turn-based game therefore the game does not advance until everyone has taken a turn. There is an option for 1-6 players so you can play others or you can play the computer. There are also five levels of this game ranging from novice to master. The goal is to become a successful business trading commodities. THIS IS A FREE GAME OPTION ALLOWING ONE COMPLETE SIMULATION. There is also a video tour of Gazillionaire: <http://www.lavamind.com/schools/>

Is this website a stand-alone lesson or is it best used as a supplement?

This site supports intermediate/middle school/high school students' understanding of resources and costs of resources used in production. An understanding of how productive resources are used to produce goods and how revenue is generated from the sale of goods is essential for understanding the lessons learned from this game. If playing against the computer, this 15 Week simulation can be played during a class period. No site should serve as the primary source of instruction. Basic background is required for any online interactive gaming or the instructional meaning is lost. This game as any online game is used as a supplement and application of knowledge gained.

How much time will my students need to complete the activity? Also, is this one activity or a series of activities that must be completed as a whole?

Even playing against the computer, it would be difficult to complete the 20 Week simulation during a single class period. The support of the teacher lesson plans will ensure student understanding prior to gaming.

There are two ways to play this game:

1) If all your friends are in the same room, you can start a new game with up to 6 players on a single computer. Once you start the game, just choose the number of human players, then play the game and take turns. We call this "hot seat" mode.

2) If all your friends aren't in the same room, you can start a Group Game. This allows you to invite your friends by username or email address. If they are not registered already, simply enter their email addresses and accounts will be created for them. In a Group Game, you will be emailed when your turn comes up

What kind, if any, assessments or pre-/post-testing is provided?

There are no pre/post testing opportunities available on this game.

Are there any supplements or lesson extensions provided for the classroom?

No

What grade levels would benefit from this website?

This website is best used with students grades 5-12. However, intermediate students must be advanced readers and exhibit a solid foundational background in economics & entrepreneurship.

What topics are covered by this website?

Students will be exposed to producers, consumers, productive resources, natural resources capital resources, human resources, profit, cost, benefits, taxes, stock, stock options, commodities, market, market place, and revenue.

This website is suitable for which high school classes? (If applicable)

Economic or Entrepreneur classes.

What Kentucky Core Content does the website address?

This site meets all the Kentucky Core Academic Standards (KCAS) in the economics strand of social studies at all three levels: elementary, middle, and high.