

Project information

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Title of Lesson: The Game of Accountagories – “The Fast Thinking Category Game”

Grade Level(s): 10-12

Materials Needed: Answer sheet (for students to write answers on) (attached), category cards (attached), timer, pencil.

Lesson Overview: This lesson/game was designed for my accounting I students. The students range from grades 10-12 . It can be done in one, 30/45 minute class period. It is patterned after the game Scattegories - It's a word game of categories where all answers have to begin with the same letter. For instance, if you pick the letter S, Then fill in a word beginning with the letter "S" for each of the 6 categories on the list:For example: revenue= Sales, Worksheet= Supplies expense and so on until the buzzer sounds after 3 minutes. Then, compare your answers to the other students. Duplications score nothing, but original answers will get you a point. This is a great way for students to review what they have learned throughout the year in a fun, competitive manner.

Learning Objectives: Students will:

Recall accounting terms

Match accounts with journals/worksheets/financial statements

Recall normal account balances

Recall types of taxes and payroll

Recall automated accounting terms - Quickbooks

Recall checking account and bank statement terms

Procedures: Give each student an answer sheet (attached) and a category card (attached) Make sure each student has a pen or pencil. Make sure all students start with List 1 (there are 4 lists on each card – all lists are the same). To assemble game: 1. **make category card** (sample attached) – you will want to make enough for all students or enough for them to share and work as teams. Divide a sheet of paper into 4 parts – put list 1 on 1 part – list 6 accounting topics (liability, asset, financial statements, ect – continue doing this for 4 lists (I laminate them when I get the cards made) 2. **Make answer sheet:** Divide a sheet of paper into 4 parts – put list 1 on 1 part – number 1-6 – continue doing this for 4 lists 3. **get a timer** or stop watch 4. **get an alphabet dice** or just pick a letter for each game. (category card and answer sheet attached) - You can repeat all four lists using different letters depending on how much time you want to spend on the game.

Game Play: All players take a category card and answer sheet (make sure all players have the same list # face up)

1. Setting the time: set the timer for 3 minutes.
2. Pick a letter from the alphabet (if you have a real scattegories game you can use the letter dice and roll to get a letter)
3. start timer
4. all players quickly fill in the first column of their answer sheets. Answers must fit the category and must begin with the letter you picked.
5. When the time stops players must immediatedly stop writing.
6. scoring a round: players, in turn, read their answers aloud for number 1. Players correct their own answer sheets by circling an acceptable answer that does not match any other player's answer. Record your score at the top of the column of your answer sheet.

Starting a new round: set the timer again, pick a new letter and continue playing using list 2 – continue doing this until you finish list 4

Winning the game: after list 4 all players total up the answers they have circled. The player with the highest score is the winner.

Rules for acceptable answers:

*The first word of you answer must begin with the key letter

*The articles "A", "An" "the" cannot be used for their key letters.

*creative answers can be acceptable. But if one player challenges the answer the group must vote on its acceptability, majority rules.

(If the category is Journal: I will take anything you might find on a journal (date, company name, debit, credit, account name, ect)

Extra Points: score an extra point if the key letter is used more than once for the same answer.

Method of Evaluation (if applicable, please include the answer key on a separate sheet of paper): I use this as a bonus project. The student with the highest points gets to add them to a test.

Options and variations of lesson (optional): You can make you own cards based on what you teach each 9 weeks. For example: I teach payroll in the last 9 weeks so I don't use the cards that have payroll on them until the last 9 weeks. I also allow them to use their textbooks if they need to – since it is timed – they have to work quickly.

Relevance to NBEA or NCTM Standards (see Educator Resources at www.oscpa.com): This lesson plan/game aligns to the NBEA/NCTM standards by requiring students to integrate and reinforce the accounting concepts/terms they are learning throughout the year. It requires them to use critical thinking skills, decision making skills and even team work skills as they recall information for the game. It requires them to analyze different accounting documents such as financial statements, journals, and worksheets as they determine what types of accounts, and transactions fit each document. It requires them to know and understand the accounting cycle – assets, liabilities, and owner's equity and how those accounts increase and decrease. It also requires them to analyze and interpret different types of taxes and earnings records and it requires them to link and recognize financial terms related to banking and checking accounts.

Skills students will gain:

Through this game students will learn skills needed to prepare financial statements, banking documents, employees earnings, payroll, and tax documents. It requires them to gain skills in critical thinking as they try to remember accounts, normal balances, adjustments, source documents, journal activities, ect. It forces them to recall prior knowledge and apply it quickly in a fun atmosphere.

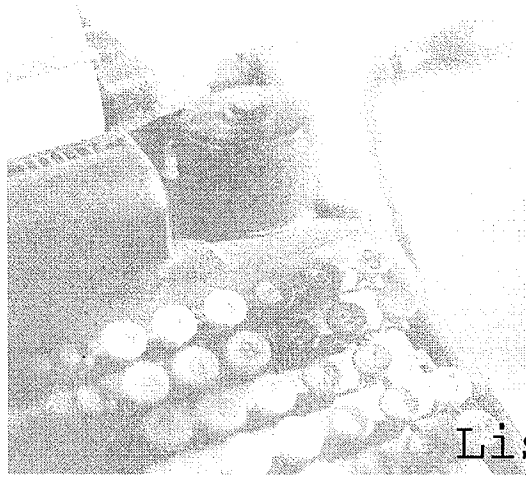
Category Cards-Accountagories

List 1

1. Asset
2. Revenue
3. Journal
4. Balance Sheet
5. Work sheet
6. Normal Debit Balance

List 2

1. Source Document
2. Adjusting Entry
3. Tax
4. Checking Account
5. Payroll Register
6. Liability



List 3

1. Accounting Career
2. Expense
3. Income Statement
4. Owner's Equity Statement
5. Normal Credit Balance
6. Financial Statement

List 4

1. Automated Accounting
2. Bank Statement
3. Stockholders Equity
4. Employees earning record
5. Purchase Order
6. Depreciation

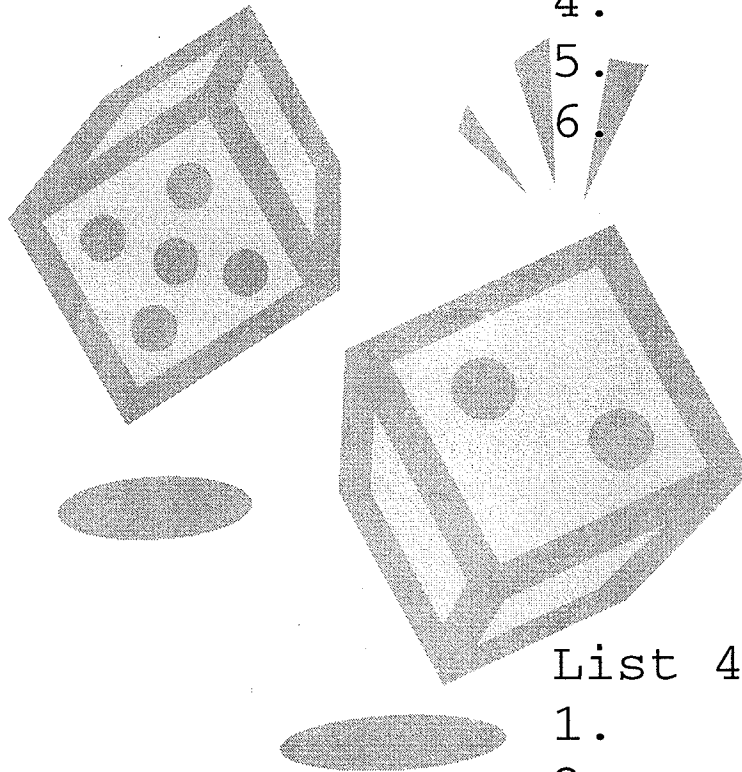
Answer Sheets-Accountagories

List 1

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.

List 2

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.



List 3

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.

List 4

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.