

FIX YOUR RISK

Game instructions

“Welcome to Fix Your Risk! I am your quiz master for today. I am so excited that you are going to be teaching the children of your school about all things insurance! I am here to tell you everything you need to know to get started on giving the lesson!”

Preparations:

- The digital game: the first step in getting started is to send the link to the game to the teacher ahead of time so that he or she can set up the game.
- The idea is to split the class into six groups. It doesn't matter how many students there are in each group as long as the groups have roughly the same number of people in them.
- The teacher can go ahead and do this before you come.
- Print out the diplomas for the students and bring them with you to class (they are available at www.fixjerisk.nl under giving a guest lecture).

Learning goals:

- The children know that risks exist (e.g. personal property breaking, theft and fire), and that these risks have financial consequences.
- The children know what insurance is and what it is for.

Opening and introduction (7 minutes)

- **Guest lecture:** introduce yourself and why you are giving a guest lecture. You are not there on behalf of your organisation, but as yourself.
- **Ask a provocative question:** for instance, has anyone ever had their bike stolen? How did you fix the problem? How can you get money for a new bike? Were your parents able to pay for the new bike right away, did they need to save money or were they able to get money from an insurance company? Allow the students to arrive at the subject of insurance on their own without any prompting on your part.
- Dig deeper into what the students are saying and tell them that the lesson is about insurance.

Core 1 (30 minutes)

Interactive learning through discovery

This part of the lesson is about insurance in theory, where you will explain “uncertain events with financial risks”, such as accidents, house fire, theft, storm, water damage, medical expenses, etc. Let the students know that this information is important for playing and winning this game.

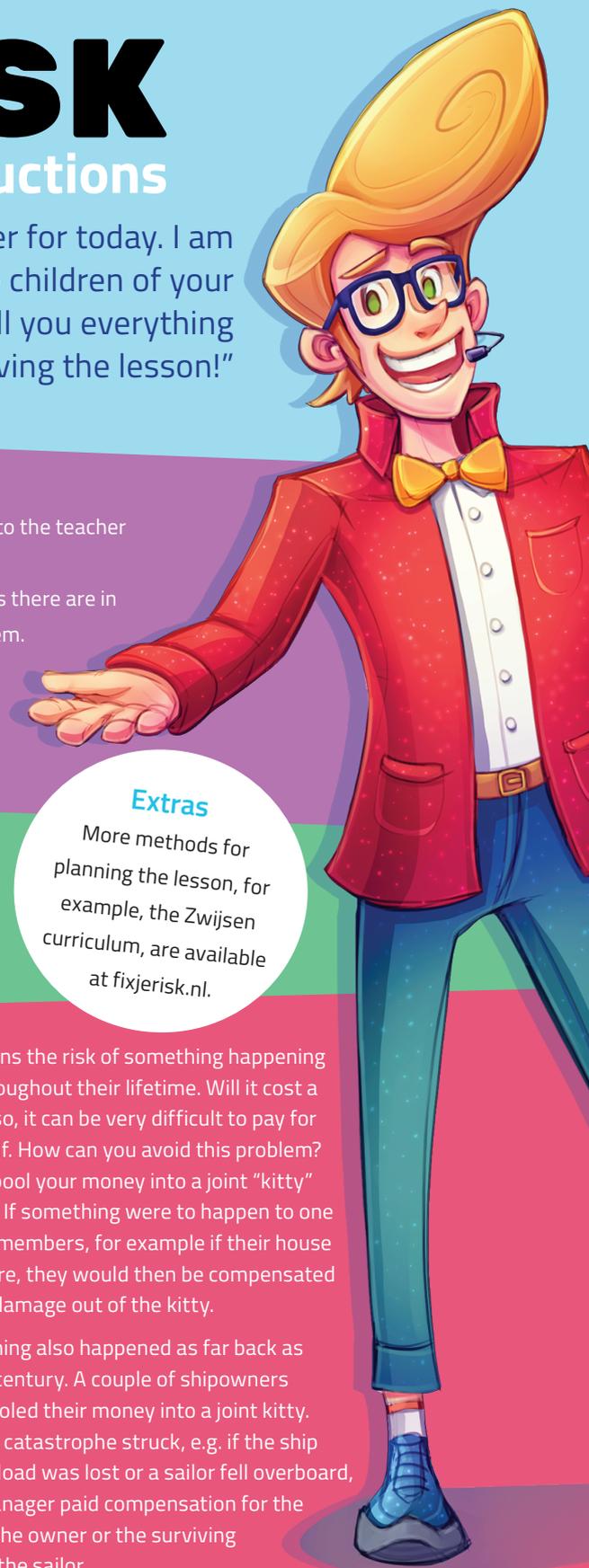
Everyone runs the risk of something happening to them throughout their lifetime. Will it cost a lot to fix. If so, it can be very difficult to pay for it by yourself. How can you avoid this problem? You can all pool your money into a joint “kitty” periodically. If something were to happen to one of the kitty members, for example if their house caught on fire, they would then be compensated for the fire damage out of the kitty.

The same thing also happened as far back as in the 17th century. A couple of shipowners regularly pooled their money into a joint kitty. Whenever a catastrophe struck, e.g. if the ship sank, a shipload was lost or a sailor fell overboard, the kitty manager paid compensation for the damage to the owner or the surviving relatives of the sailor.

Money that is paid into kitty is called a premium. You pay the premium to the insurance company, which takes good care of all that money and pays it out when someone suffers damages. But one important thing to remember: you must agree in advance what types of damage you want covered. Would you like to insure your bike against theft or against accidents involving a motor vehicle or another bike? You need to think carefully about this, because the higher your risk insurance, the higher your premium. If you know what types of risk insurance you would like to purchase, the insurance company will then make a contract. This is called the policy. It spells out what risks are and are not covered.

Extras

More methods for planning the lesson, for example, the *Zwijzen curriculum*, are available at fixjerisk.nl.





Exercise 1

The students now know the basics of insurance. Now ask the class to name as many insurable things as they can. Then ask them what types of insurance are suitable for them/what types of insurance they know.

If there is time, you can also talk about special risks, such as the legs of football players or famous ballet dancers, a rock band concert that is cancelled because of rain. A 100% insurable asset: Ronaldo's legs, which are insured for € 200 million.

Exercise 2

Using two specific examples, you can ask the class what they think the impact of the insurance will be.

A friend's dad's car was stolen. He'd only had it for three months and it was worth € 10,000. He pays € 50 in premium per month. What will the dad receive from the insurer? The students can choose from:

- € 150 (that is how much premium he has paid);
- € 10.000,-
- € 10.000,- on loan, but he has to pay it back
- Nothing, he has not paid enough premium

The students are surprised to find out that you can get the insured amount back even after three months. Explain that this is the whole idea behind insurance. It is about the likelihood of a risk occurring and not about how much premium you have paid. The reverse situation also opens up an interesting discussion:

An old lady has had her home insured for 40 years and never filed a claim with her insurer.

What do the students think about that? Most think that this is a sad state of affairs, but that's just the way it is. A few find that you have to cause deliberate damage to something so you can finally get something back. This provides a good opportunity to talk about fraud. Insurance fraud is a criminal offence and should not be committed. No matter how. Because no matter how well you think you have covered your tracks, the insurance company will always find out the truth.



In recap

The questions should lead the students to the conclusion that

risk = likelihood x financial consequences

Explanation: whether you run a low or high risk depends on two things. The likelihood of the risk occurring and the consequences (financial loss) it would have. The likelihood that you would get wet walking in the rain is very high, but the damage is very little to none. In other words, the risk is low. On the other hand, if you and your bike are involved in a motor vehicle accident and you break your leg, then risk is higher. The consequence is high: you will have to buy a new bike and go to the hospital to get your leg cast. That costs a lot of money. Whether insuring yourself is a smart move depends on the balance between likelihood and consequence.

Game (20 minutes)

Now it's time to apply the learned theory in a quiz! During the quiz, you are the quiz master.

- If everything has gone to plan, the class is divided into 6 groups. Select on the screen the number of groups and assign the students to team 1, 2, 3, etc.
- The game is about Finn and Mila who set out on three adventures where things go drastically wrong. An option is available for taking out a collective insurance policy. To do so, each team will receive € 500 in budget per round. The team that retains the most money at the end of the game is the winner.
- Based on a short story, the students in each group should come up with scenarios as to what could go wrong and what risks could occur. Are they low or high risks? What costs would this involve? And is it prudent to insure the risks or can you finance this from the budget? The teams are given about two minutes to discuss. You can give them a bit of a helping hand in the first round.
- They then get four types of insurance to choose from. Describe each briefly and write them out on the board, if necessary:



FAST, BETTER INSURANCE

This insurance covers health care costs and accidents.



ACCIDENTAL INSURANCE

This insurance covers damages you accidentally cause to others.



ON-THE-ROAD INSURANCE

This insurance covers damages to your bicycle or car, but also covers damages during travel, for instance whilst on holiday.



CAREFREE LIVING INSURANCE

This insurance covers damages to your home, for instance fire damage or break-ins.



- These insurance policies are the same each round, only the premium varies.
- Each group may take out/buy two insurance policies. They can also choose not to take out/buy any insurance policies.
- Then on the screen, click the types of insurance that each team buys. Do not always start with team 1, mix it up.
- After all the insurance policies have been completed, go to the Wheel of Events. Describe briefly what will happen here. Spin it three times in each round. There are several risks depicted on the wheel. Some are low, but expensive, and depicted only once. Some have a high likelihood of occurring, but the financial consequence is low. There is also an event that yields money and a neutral event. Each spin of the wheel is completely random, which makes the game unpredictable and different every time. Spinning and what the risk involves are completely digital.
- At the end of the first round, there is a first-round winner. It is likely that the wheel has not spun to an event with a high financial consequence, but with three lower ones. You can explain how this works.
- Now go on to round 2. The students in each team must again discuss what could happen, and choose the insurance Policies they want to take out. The wheel is then spun three times and there is a second-round winner.
- The last round is pretty much the same as above. The budgets of all three rounds have been settled and there is an overall winner.



Closing

- Close the lesson by going over everything discussed in the lesson.
- Explain that it is prudent to take out or buy insurance, but that not all insurance policies are necessary for everyone.

GOOD LUCK WITH THE LECTURE!

Events - Birthday

Description	Insurance	Consequence	Likelihood
Hit! Finn is chasing Mila during the laser game. He hits her, but is not careful and knocks his head hard against something! Ouch! This means a trip to the doctor.		- €50	High
Bike here, bike gone! Huh? This is where Mila's bike was parked, right? She locked it up properly and all. Someone stole it!		- €100	Medium
Croquette fire! As Finn's dad comes in with a large plate of croquettes, Mila sees smoke and flames coming from the shed. That means a call to the fire brigade!		- €500	Low
Gifts! It's time for opening the gifts. Finn sees a large pile. That means gift unwrapping galore!		+ €75	High
Cake! A whole lot of candles on a beautiful cake. Finn blows them out in one breath! The cake is delicious.		-	Medium

Events - Camp

Description	Insurance	Consequence	Likelihood
Broken bus! The bus is broke down by the side of the road. Arrangements for another one need to be made as soon as possible. That is one expensive stinger!		- €500	Low
Shopping accident! Mila accidentally knocks over a stack of jam jars with her shopping cart. All the jars are broken!		- €75	Medium
Hand fire! Finn falls off his chair as he is roasting his marshmallow on the campfire. Sparks of fire land on his hand.		- €50	High
Contest! Principal of Brakel comes in with great news. The class won a contest and thus a free trip to the zoo!		+ €250	Low
Lost wallet?! Oh, no, Finn lost his wallet! Is it stolen? Fortunately not, Mila found it. That was quite a scare.		-	Medium

Events - Sports day

Description	Insurance	Consequence	Likelihood
Volley bots! Mila and Finn both call out "Got him!". However, they don't see each other and end up slamming hard into one another. Ouch! Mila painfully lands on her right wrist. Where is the first aid kit?		- €50	High
Locker room thieves! Principal of Brakel announces that there are thieves active in the locker room. Unfortunately, it is too late for Finn. His phone has already been stolen! (uninsurable).	-	- €150	High
Home run! Finn hits the ball over the fence. He jumps up and down, all excited, but Principal Brakel is anything but. The ball has flown right through the windshield of his car. Oops!		- €400	Low
Won! Mila and Finn are the champions of the football tournament! They both win a film voucher and a nice trophy.		+ €25	Low
Break! Take a little breather from all those sports. And if you've worked up an appetite, the school has put out all kinds of food and drinks, yummy!		-	Medium