

Game Card



LifeSmarts
Learn it. Live it.

LifeSmarts is an educational program of the National Consumers League that develops meaningful marketplace skills in teenagers and provides them with a competitive venue to showcase the knowledge they've gained. The program complements any curriculum in middle schools and high schools and is used as an activity for classes, groups, clubs, and community organizations.

There is no registration fee to participate in LifeSmarts.

Coaches can use educational materials at www.LifeSmarts.org for free.

Knowledge Students Gain

LifeSmarts focuses on knowledge that teens need to know to function effectively and competently in today's fast-paced, global marketplace. Specifically, students learn about:

Environment



Personal
Finance



Health &
Safety



Consumer
Rights



Technology



Meeting the Need

Teenagers are active consumers but often lack the skills and know-how to evaluate risks and opportunities and make informed decisions. Schools, teachers and adult mentors who want to provide students with practical, real-world skills don't always know where to start. LifeSmarts fills this void by strengthening literacy skills and expanding students' consumer knowledge. Coaches tell us it works. As one Rhode Island coach told us, "LifeSmarts arms students with knowledge that will be 100% relevant to their lives as adults. And the students know that, and feel more confident about their decisions and their futures."

Let's Get Started

LifeSmarts begins online at www.LifeSmarts.org, when a coach registers and creates a team. Once the team is created, students may register as players. Once players are ready, they compete by taking a series of six 20-question online quizzes. Top-scoring teams advance to live state competitions, and state champions from across the country compete head-to-head over four days at the National LifeSmarts Championship each April.

LifeSmarts is a program of the National Consumers League
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