The Study of The Stock Market Game™

In the fall of 2008, Learning Point Associates conducted a nationwide randomized controlled trial measuring the impact of the Securities Industry and Financial Markets Association (SIFMA) Foundation’s Stock Market Game on student performance in mathematics and financial literacy. Researchers also conducted a nationwide survey to capture program influence on teacher financial practices. The Stock Market Game is a financial literacy program taught in elementary, middle, and high school.

The Stock Market Game positively affected student academic performance.

A rigorous, randomized controlled trial found that the program improved student performance in mathematics and increased students’ financial literacy.

IMPROVEMENTS IN MATHEMATICS PERFORMANCE

Students took grade-level-appropriate mathematics tests composed of publicly available items from the National Assessment of Educational Progress (NAEP), known as “the Nation’s Report Card.” **Students who played The Stock Market Game scored significantly higher on mathematics tests than their peers who did not play the game.** Students in Grades 4–6 who played the game scored on average above the 55th percentile, whereas students who did not play the game scored on average above the 43rd percentile. Students in Grades 7–10 scored on average above the 54th percentile, while students who did not play the game scored on average above the 46th percentile.

IMPROVEMENTS IN FINANCIAL LITERACY

Students also took grade-level-appropriate tests to measure financial literacy. **Students who played The Stock Market Game scored significantly higher on financial literacy tests than their peers who did not play.** Elementary school students playing the game scored on average above the 68th percentile, while nonplaying students scored above the 42nd percentile. Students playing the game in both middle and high school scored on average above the 58th percentile, while their nonplaying peers scored above the 42nd and 40th percentiles respectively.
Student achievement increased regardless of how teachers implemented The Stock Market Game.

Teachers of The Stock Market Game completed a survey to report on their use of activities and materials to teach The Stock Market Game. Analyses revealed that most teachers used familiar, basic teaching practices when implementing the game, such as using worksheets and discussing current events. This result suggests that the game is easy to implement using standard teaching approaches.

Some teachers reported supplementing basic practices with activities that required additional time and expertise, such as projects and field trips. Students of these teachers reported especially high levels of engagement and interest in the game.

Data on program implementation by RCT teachers was used in analyses of their students’ test results. The findings indicated that regardless of the classroom techniques—basic or more advanced—students playing The Stock Market Game showed better performance on the mathematics and financial literacy tests than their nonplaying peers.

Teachers of The Stock Market Game report that the program influenced their financial practices.

The teacher survey also asked teachers to report their perception of how the game influenced their financial planning, financial research, and use of investment products and services. In the survey, many teachers reported that The Stock Market Game had a moderate or major influence on their own financial practices in these areas.

Teachers were especially likely to report that teaching The Stock Market Game influenced their likelihood to set financial goals, analyze their risk tolerance, read the business section of the newspaper, and watch financial programs.

To download the report, visit http://www.learningpt.org/smg/smg_study.pdf