

3. What part of the modules was least valuable? 4. Why was it not very valuable?

1 - 2008-08-01 03:01:16 - (Age: 12)

Text 3

Text 4

2 - 2008-08-01 07:22:49 - (Age: 13)

None

Moooo

3 - 2008-08-01 07:25:18 - (Age: 2)

dsb

wehd

4 - 2008-08-02 04:54:01 - (Age: 34)

module 88

the stripper

5 - 2008-08-10 17:32:05 - (Age: 16)

The games

Because it didn't have anything to do with financial education!

6 - 2008-08-21 15:44:07 - (Age: 17)

The check writing session.

It is usually explained by many other people and the way taught is not necessarily always the right way.

7 - 2008-08-25 22:27:05 - (Age: 55)

for me it was the repeating of information then several

different ways

well, I'm over 50 & not in high school or college so I already knew most of the info but I was reading each module to know what each consisted of so I would be able to direct students and teachers to this valuable tool

8 - 2008-08-27 22:01:39 - (Age: 28)

The games in between for the breaks.

I didn't feel it added to my knowledge of what was being discussed in the lessons.

9 - 2008-09-04 17:41:50 - (Age:)

The stuff that was repeated.

I already knew it.

10 - 2008-10-10 13:32:16 - (Age: 17)

idk

idk

11 - 2008-10-10 16:28:27 - (Age: 16)

The extra video commentary

Because it went a little far in trying to reach a younger audience.

12 - 2008-10-12 18:51:54 - (Age: 16)

Nothing was of least vaule.

n/a

13 - 2008-10-13 22:07:48 - (Age: 19)

None

N/A

14 - 2008-10-14 22:55:30 - (Age: 17)

how to get a checking account.

already got one and my parents already explained everything to me

15 - 2008-10-20 22:11:48 - (Age: 17)

The games

They weren't important and had no purpose.

16 - 2008-10-21 10:08:40 - (Age: 15)

Behind the wheel

Too boring, spice it up

17 - 2008-10-22 14:43:35 - (Age: 17)

idk

N/A

18 - 2008-10-28 15:48:06 - (Age: 46)

the music videos

i'm busy at times and they were not necessary to get through the course

19 - 2008-10-29 12:56:02 - (Age: 17)

the first one

common sense

3. What part of the modules was least valuable? 4. Why was it not very valuable?

20 - 2008-11-10 09:05:03 - (Age: 16)

saving money

28 - 2008-11-12 12:59:22 - (Age: 16)

the games but helped by giving a break

had no info

29 - 2008-11-12 13:01:59 - (Age: 17)

some of the videos

because they didnt teach anything new

30 - 2008-11-12 13:19:15 - (Age: 17)

don't spend money you don't have

everyone should know that

31 - 2008-11-12 13:21:38 - (Age: 18)

the videos

they had nothing to do with what i needed to learn.

32 - 2008-11-12 13:25:09 - (Age: 17)

All of the modules were valuable.

33 - 2008-11-13 07:20:30 - (Age: 18)

the games

the games should not have been in the lessons

34 - 2008-11-13 10:18:01 - (Age: 17)

all the videos

it was stuff i already knew

35 - 2008-11-13 18:16:09 - (Age: 28)

Nothing

Nothing

36 - 2008-11-15 23:20:37 - (Age: 15)

I found that written explanations of the modules were less valuable.

Although it was good to actually see what was being said, the videos tend to actually show the concept better.

37 - 2008-11-16 00:17:30 - (Age: 14)

Nothing really.

38 - 2008-11-16 14:02:36 - (Age: 16)

the videos

it was pointless

39 - 2008-11-18 07:25:32 - (Age: 17)

All of them were they gave good information.

Nothing was Not Valuable.

3. What part of the modules was least valuable? 4. Why was it not very valuable?

40 - 2008-11-18 08:27:09 - (Age: 17)

none

N/A

41 - 2008-11-18 08:40:40 - (Age: 15)

checking

Don't plan to use it.

42 - 2008-11-18 12:04:51 - (Age: 28)

It was very time consuming.

It took so long you lost interest.

43 - 2008-11-18 13:55:11 - (Age: 14)

ummmm. idkk!

?

44 - 2008-11-19 07:32:56 - (Age: 17)

the middle ones

because its pointless

45 - 2008-11-19 07:51:45 - (Age: 18)

the games

it had nothing to do with he lesson

46 - 2008-11-19 11:52:14 - (Age: 17)

the book things.

just didnt really like them

47 - 2008-11-19 12:11:33 - (Age: 17)

Not sure.

....

48 - 2008-11-20 07:52:54 - (Age: 17)

Use of a credit card.

In my opinion this is not important to me because i will never use one.

49 - 2008-11-20 08:11:32 - (Age: 17)

the test at the end

i dont like taking test

50 - 2008-11-20 12:00:36 - (Age: 17)

Repeating many basic principals

Repetative

51 - 2008-11-20 12:45:42 - (Age: 10)

nothing

it was all well done

52 - 2008-11-20 12:45:48 - (Age: 10)

nothing

it was all well done

53 - 2008-11-20 12:45:59 - (Age: 10)

nothing

it was all well done

54 - 2008-11-20 12:52:09 - (Age: 16)

the games

they wasted time and took to long ot load

55 - 2008-11-20 14:25:22 - (Age: 15)

I thought that the least valuable part of the modules was the games. I personally like to focus on only learning, and then play later. I thought that it was a little distracting. But, in the module you have the chose to skip through the games and other people do like the games. So, I would leave them in, but maybe just add a "skip the games and get right to it" button.

I am the type of person who likes to only do one thing at a time, so then I can put all of my energy in one subject.

56 - 2008-11-20 14:41:41 - (Age: 17)

the Games

I was not very interested

57 - 2008-11-20 19:24:29 - (Age: 16)

some of the videos

some were just pointless

58 - 2008-11-21 11:49:23 - (Age: 15)

the reading sections. i would rather have more videos.

i just skimmed through it and got most of the answers from the videos.

59 - 2008-11-21 11:53:53 - (Age: 17)

some videos

pointless

3. What part of the modules was least valuable? 4. Why was it not very valuable?

60 - 2008-11-21 11:56:57 - (Age: 17)

N/A

N/A

61 - 2008-11-21 12:36:26 - (Age: 17)

Picking the checks that we thought were written correctly.

Because i already know how to do it!

62 - 2008-11-21 12:47:47 - (Age: 16)

the little games

games

63 - 2008-11-21 12:49:16 - (Age: 16)

i dont know i kinda thought that all the modules where pretty important

the only thing that i didnt like was the videos

64 - 2008-11-21 12:53:30 - (Age: 16)

i think that you could of had some better videos

because i didnt learn from them

65 - 2008-11-21 12:55:35 - (Age: 17)

i dont know

66 - 2008-11-23 11:54:04 - (Age: 18)

Unnecessary; music videos and stupid scenarios (i.e. person jumping off the bridge and drowning), and games.

Videos were insulting to my intelligence, and games/music videos took too much time.

67 - 2008-11-23 17:47:29 - (Age: 15)

The games.

It didn't really apply to anything that we were learning about.

68 - 2008-11-24 11:09:02 - (Age: 15)

i think they were all about the same value of inportance.

69 - 2008-11-25 08:32:00 - (Age: 15)

games

it didn't have anything to do with money

70 - 2008-11-25 09:10:23 - (Age: 17)

the games

it took a long time to read and lost my interest

71 - 2008-11-25 09:39:34 - (Age: 15)

The games

They didn't teach me anything.

72 - 2008-11-25 10:04:06 - (Age: 14)

The games

It didn't teach me anything

73 - 2008-11-25 12:49:40 - (Age: 17)

the games

cause they didnt have anything to do with the material

74 - 2008-11-25 13:54:26 - (Age: 18)

i think it all had some importance

n/a

75 - 2008-11-26 10:20:41 - (Age: 17)

Some of the games, but they were fun!

It was very valuable. I do not have anything bad to say about it!

76 - 2008-11-26 12:51:58 - (Age: 17)

Nothing.

77 - 2008-11-26 14:21:02 - (Age: 42)

yes

yes

78 - 2008-11-26 14:21:39 - (Age: 42)

yes

yes

79 - 2008-11-26 20:28:03 - (Age: 17)

the games

it was a distraction

3. What part of the modules was least valuable? 4. Why was it not very valuable?

80 - 2008-11-29 20:33:10 - (Age: 17)

the games

I didn't learn anything from them, maybe games that relate to the topic, but it was nice that it gave me a little free time

81 - 2008-11-30 15:15:36 - (Age: 18)

na

na

82 - 2008-12-01 07:22:48 - (Age: 18)

To me... most of it.

I knew everything

83 - 2008-12-01 08:08:33 - (Age: 17)

games

distraction

84 - 2008-12-01 08:22:59 - (Age: 17)

none

85 - 2008-12-01 08:30:00 - (Age: 17)

The games and videos

It had nothing to do with what the module was talking about

86 - 2008-12-01 08:31:42 - (Age: 17)

None

87 - 2008-12-01 08:33:13 - (Age: 17)

Credit limit paying over bad.

I personally knew that.

88 - 2008-12-01 09:55:28 - (Age: 16)

While the games and movies were fun they didn't help much with the learning process. Also random little videos with no purpose were slightly annoying.

I could have done more work rather than playing the games and waiting for videos to load. I skipped a lot of the breaks and such.

89 - 2008-12-01 11:30:32 - (Age: 17)

games

didnt help much

90 - 2008-12-01 13:04:18 - (Age: 17)

none of them were unvaluable.

N/A

91 - 2008-12-01 20:49:48 - (Age: 17)

the videos

some of them had nothing to do with what you were talking about

92 - 2008-12-02 00:43:33 - (Age: 17)

all the videos

i dont know

93 - 2008-12-02 11:44:05 - (Age: 15)

Reading the same text over and over again about credit cards.

It was boring in some parts.

94 - 2008-12-02 13:48:23 - (Age: 17)

the last one

i did not like it

95 - 2008-12-02 14:13:22 - (Age: 15)

they were all valuable

they will help me in the long run

96 - 2008-12-03 09:04:37 - (Age: 17)

?

?

97 - 2008-12-03 09:35:34 - (Age: 17)

na

na

98 - 2008-12-03 10:09:32 - (Age: 15)

Not really anything.

NA

99 - 2008-12-03 13:44:51 - (Age: 18)

not sure

the videos

3. What part of the modules was least valuable? 4. Why was it not very valuable?

100 - 2008-12-03 18:10:49 - (Age: 18)

breaks

these aren't timed modules, so anyone could just take a break

101 - 2008-12-03 20:50:23 - (Age: 17)

??

102 - 2008-12-04 10:07:59 - (Age: 16)

?

?

103 - 2008-12-04 11:41:56 - (Age: 17)

the videos

it was just time consuming and boring

104 - 2008-12-05 13:42:35 - (Age: 17)

The games

fun but useless

105 - 2008-12-08 09:15:04 - (Age: 18)

The TESTS parts!

They are boring and i didnt learn anything form them...

106 - 2008-12-08 09:18:37 - (Age: 15)

none

107 - 2008-12-08 09:20:03 - (Age: 15)

none

none

108 - 2008-12-08 09:26:48 - (Age: 14)

nothing it was all pretty valuable

na

109 - 2008-12-08 09:39:47 - (Age: 17)

games

games

110 - 2008-12-08 09:50:50 - (Age: 17)

n/a

n/a

111 - 2008-12-08 10:09:48 - (Age: 16)

None

NA

112 - 2008-12-08 10:21:26 - (Age: 16)

too much reading

it got boring

113 - 2008-12-09 09:37:30 - (Age: 17)

None

None

114 - 2008-12-09 10:07:09 - (Age: 15)

The extra stuff. stories.

??????

115 - 2008-12-09 12:32:18 - (Age: 53)

reading them

everything

116 - 2008-12-09 13:15:11 - (Age: 18)

they were so long

it was to long to concentrate

117 - 2008-12-09 13:15:53 - (Age: 18)

nothing

118 - 2008-12-09 14:41:47 - (Age:)

Too long

Too Long won't keep their interest

119 - 2008-12-09 16:25:48 - (Age: 35)

talking about fees

been working with fees for many years

3. What part of the modules was

least valuable? 4. Why was it not very valuable?

120 - 2008-12-09 17:27:22 - (Age: 15)

I didn't enjoy listening to the audio or watching the movies.

The ratio of knowledge gained to time spent was not very good when listening or watching.

121 - 2008-12-10 09:13:17 - (Age: 16)

the games

they had nothing to do with what they were teaching. But they did give us a break, so i dont disapprove greatly

122 - 2008-12-10 09:56:21 - (Age: 14)

the games

they were pointless

123 - 2008-12-10 10:14:59 - (Age: 18)

Plating the games for a break

Becasue it didnt help me learn anything

124 - 2008-12-10 11:48:00 - (Age: 18)

part 1

boring

125 - 2008-12-10 12:29:57 - (Age: 17)

ALL OF IT

It was pretty boring.

126 - 2008-12-10 12:34:56 - (Age: 15)

nothing

nothing

127 - 2008-12-10 12:35:10 - (Age: 65)

debit cards

credit cards

128 - 2008-12-10 12:39:17 - (Age: 15)

the test

the games

129 - 2008-12-10 12:50:11 - (Age: 18)

basically everything

mostly everything

130 - 2008-12-10 17:03:16 - (Age: 17)

the games

because the games didnt have anything to do with the modules

131 - 2008-12-10 19:37:41 - (Age: 17)

I'm not sure

132 - 2008-12-11 11:25:21 - (Age: 41)

The length of the program. I'm looking at this at a teenagers point of view. I have two of them.

It is valuable, it probably needs to be set up in sections, so they can break up the information. Yes you have breaks, but they need to be able to come back to it later and cont. on.

133 - 2008-12-11 15:56:56 - (Age: 22)

all were valuable

n/a

134 - 2008-12-11 16:24:49 - (Age: 14)

I thought that the extra sections to modules 4 and 5 were pretty useless.

They were extremely easy questions and it didn't really test my knowledge.

135 - 2008-12-11 22:19:15 - (Age: 17)

prolly stuff in the first one i already knew most of it

i already knew it

136 - 2008-12-12 01:27:28 - (Age: 18)

ALL THE READING

THE MUSIC AND VIDEOS OF WHO KNOWS WHO THEY ARE

137 - 2008-12-12 08:40:31 - (Age: 14)

Everything

Just because

138 - 2008-12-12 09:06:36 - (Age: 18)

All the reading

the music videos

139 - 2008-12-12 10:01:17 - (Age: 13)

The games were a completely distraction, and the Pac-Man game was a complete F54 clone.

It was a distraction on me getting the module done.

3. What part of the modules was least valuable? 4. Why was it not very valuable?

140 - 2008-12-12 10:06:51 - (Age: 14)

The check parts of it.

I found it valuable.

141 - 2008-12-12 10:07:27 - (Age: 15)

Some of the videos were lengthy and pointless.

They were a very inefficient way to present the information.

142 - 2008-12-12 10:11:48 - (Age: 52)

The music and games but I still thought it was a great idea.

143 - 2008-12-12 12:52:09 - (Age: 17)

The games XD

It took time away from the actual information. If it was a game about the information it might have been better.

144 - 2008-12-12 14:19:34 - (Age: 15)

None of it really.

Can't answer that

145 - 2008-12-13 16:49:40 - (Age: 16)

the videos

i learn better by just reading it

146 - 2008-12-14 08:41:02 - (Age: 15)

Some of the videos repeated the information a few to many times. That got kind of annoying.

It was information we already knew from earlier in the module. Why learn something twice?

147 - 2008-12-14 12:51:25 - (Age: 15)

The repetitiveness of the slides in the modules.

It sometimes became very boring due to the fact that that the same information was often presented over and over again.

148 - 2008-12-14 16:14:33 - (Age: 15)

THE MOVIES!!

The movies...there were too many and they were extremely repetitive. I just wanted to skim through the modules as fast as possible but the movies made it go so much slower!

149 - 2008-12-14 16:26:53 - (Age: 15)

the two minutes of joy because they didn't teach anything and you could of put something else on the topic in that space instead.

because it didn't teach me anything about the topic that we were learning about.

150 - 2008-12-14 17:53:40 - (Age: 17)

I really couldn't find anything that wasn't valuable in the modules. Even the games and music were valuable, they gave you a short break. It helped me stay concentrated, and I have ADHD, so that's something to say.

Can't answer this question because of the way I answered the last one.

151 - 2008-12-14 19:00:40 - (Age: 14)

idk

idk

152 - 2008-12-14 19:33:40 - (Age: 14)

Showing articles from other parts of the site.

It was a lot of information to read when you are focused on something else.

153 - 2008-12-15 08:40:27 - (Age: 15)

The tests

Everything.

154 - 2008-12-15 11:26:09 - (Age: 14)

The frequent videos

While working quietly at school, the videos are not only long, but they are also distracting to other students.

155 - 2008-12-15 11:30:21 - (Age: 14)

The reading parts

Because it repeated many things

156 - 2008-12-15 12:50:02 - (Age: 15)

The videos

rather read then watch

157 - 2008-12-15 12:51:10 - (Age: 15)

the videos

rather read

158 - 2008-12-15 15:34:36 - (Age: 15)

the games

i dont care about them.

159 - 2008-12-15 16:15:26 - (Age: 15)

debit cards

i already knew what they were/ not ur fault

3. What part of the modules was least valuable? 4. Why was it not very valuable?

160 - 2008-12-15 16:40:10 - (Age: 14)

The games.

It just gave us fun time.

161 - 2008-12-15 18:59:30 - (Age: 15)

I think some of the stories were not valuable.

Some of them helped me understand the topic better, but some of them just confused me.

162 - 2008-12-15 19:03:13 - (Age: 15)

I found some of the stories invaluable.

I thought most of them were helpful, but some of the stories were really confusing.

163 - 2008-12-15 19:22:17 - (Age: 16)

I though there were a lot of things repeated which made it take really long to complete, like it just took me an hour to do one module, that's kind of long. It could be a lot shorter, and still have the same points made.

It wasn't valuable because reading the same things over and over again gets really boring and you tend to stop paying attention.

164 - 2008-12-15 19:41:33 - (Age: 14)

The examples of the things we were learnin. They were fun to look at but didn't teach alot, but still helped.

they didn't teah alot, but were fun.

165 - 2008-12-15 20:33:21 - (Age: 15)

games

cuz they didnt teach us anything

166 - 2008-12-15 21:01:48 - (Age: 14)

idk.....some parts got a little boring.

some parts got a little boring and hard to understand.

167 - 2008-12-15 21:32:58 - (Age: 15)

nothing

168 - 2008-12-15 21:41:10 - (Age: 14)

the games

the stories with the peoples names

169 - 2008-12-15 21:57:41 - (Age: 14)

Simple common knowledge things.

Almost all people that would be looking at the modules would have already known that.

170 - 2008-12-16 08:07:28 - (Age: 15)

all the repeating

It was very repatitive

171 - 2008-12-16 08:25:56 - (Age: 15)

some of the videos

It restates something that was already said earlier in the module.

172 - 2008-12-16 08:27:50 - (Age: 14)

Writing checks because I already learned this

Because I already learned that

173 - 2008-12-16 08:33:53 - (Age: 14)

the videos

hard to concentrate

174 - 2008-12-16 08:35:26 - (Age: 16)

how to write a check

knew it already

175 - 2008-12-16 08:36:50 - (Age: 15)

nothing

it wasn't

176 - 2008-12-16 09:34:20 - (Age: 13)

The extra music and recordings.

It was in my opinion a waste of time.

177 - 2008-12-16 09:43:20 - (Age: 14)

The pages and pages with only bulleted words and the stuff where you needed a calculator.

It's not math and you could find a more fun way to do it.

178 - 2008-12-16 09:43:40 - (Age: 15)

How the information was just bulleted and you had to read through it, it wasn't always that interesting

We could have just read that out of a magazine or textbook, the only difference is you click the arrow to go to the next one.

179 - 2008-12-16 10:07:07 - (Age: 14)

I think the learning about different people was least valuable.

I just didn't think any of it was needed to learn the modules.

3. What part of the modules was least valuable? 4. Why was it not very valuable?

180 - 2008-12-16 10:10:02 - (Age:)

*the explaining of how to use a checking account
cuz i already knew how to do it*

181 - 2008-12-16 10:34:10 - (Age: 17)

*the ppl u had talk
they were lame*

182 - 2008-12-16 11:15:20 - (Age: 17)

*The first one, because i dont remember it too well
see previous answer*

183 - 2008-12-16 11:28:13 - (Age: 15)

ALI was valuable

-

184 - 2008-12-16 12:12:32 - (Age: 15)

the extra stuff to read.

all the reading

185 - 2008-12-16 12:13:44 - (Age: 15)

nothing

Everything was so great

186 - 2008-12-16 12:20:57 - (Age: 14)

It was all useful.

?

187 - 2008-12-16 12:24:07 - (Age: 17)

the info

it was bad info and the games were better

188 - 2008-12-16 12:33:56 - (Age: 15)

?

?

189 - 2008-12-16 13:57:43 - (Age: 15)

the movies

i didnt pay attention

190 - 2008-12-16 14:04:15 - (Age: 15)

the videos

they were too long

191 - 2008-12-16 14:10:59 - (Age: 15)

Writing checks

I already learned it in class

192 - 2008-12-16 14:11:21 - (Age: 15)

games

had no point with learning

193 - 2008-12-16 14:21:01 - (Age: 14)

the games.

There wasn't a point to them.

194 - 2008-12-16 17:49:31 - (Age: 15)

module 5 skills

it isn't important

195 - 2008-12-16 18:51:39 - (Age: 15)

I didn't like the "2 minutes of joy" I didn't want to waste my time, I just wanted to get through the module.

IT DIDN'T RELATE TO ANYTHING AND WAS VERY LAME!!

196 - 2008-12-16 19:33:04 - (Age: 16)

videos

197 - 2008-12-16 19:40:01 - (Age: 14)

all the info

to much time

198 - 2008-12-16 19:43:32 - (Age: 14)

info

to much to read

199 - 2008-12-16 19:51:20 - (Age: 14)

the videos that just repeated almost exactly what was written and we had to read. allot of the modules were really repetative.

got boring.

3. What part of the modules was least valuable? 4. Why was it not very valuable?

200 - 2008-12-16 21:41:29 - (Age: 15)

roadtrip movie

didnt really have a point

201 - 2008-12-16 22:23:30 - (Age: 15)

not sure

not sure

202 - 2008-12-16 23:28:17 - (Age: 15)

I didn't like when they kept repeating the same thing over and over again just using different words.

Once or twice is ok, just not for the whole moduales.

203 - 2008-12-17 08:07:39 - (Age: 14)

The test.

It really didn't teach me anything rather than just reading the modules.

204 - 2008-12-17 08:09:04 - (Age: 15)

So many videos

it took a lot of time for a little information

205 - 2008-12-17 08:10:02 - (Age: 15)

The movies clips.

Because I didn't learn anything.

206 - 2008-12-17 08:41:41 - (Age: 16)

i don't know

i don't know

207 - 2008-12-17 09:40:49 - (Age: 15)

games

reading

208 - 2008-12-17 09:56:39 - (Age: 14)

videos

you just explained it on the next page

209 - 2008-12-17 10:04:56 - (Age: 16)

videos

stuff

210 - 2008-12-17 10:09:12 - (Age: 14)

The offtopic stuff

because it didn't pertain to the module

211 - 2008-12-17 11:58:43 - (Age: 26)

I thought they were really long and most young adults would have a hard time maintaining concentration for that long.

overall the information was valuable, but its meant or directed towards teenagers and young adult and it is obvious people in that age bracket did not have input...older people trying to market a younger population is very hard.

212 - 2008-12-17 12:11:39 - (Age: 16)

the videos

because i didn't watch them

213 - 2008-12-17 12:21:47 - (Age: 16)

All of the random trivia.

Boring.

214 - 2008-12-17 12:25:13 - (Age: --)

the games

it was fun, but a waste of time

215 - 2008-12-17 12:28:10 - (Age: 17)

Modules 1-4

It is stuff that I have already learned and am already dealing

with.

216 - 2008-12-17 12:32:18 - (Age: 15)

the games

it didnt teach you anything

217 - 2008-12-17 12:32:19 - (Age: 17)

Modules 1-4

because I already have a checking account and ATM card and i already know that information.

218 - 2008-12-17 12:34:48 - (Age: 14)

The least part of the module that was the least of value was module 1 because it was just basic information that we already knew.

It was not very valuable because it was a review of information that we already knew about.

219 - 2008-12-17 12:35:12 - (Age: 14)

The fact of only having one credit card...

because you need to look into the cheaper interest rate cards. Not just any old credit card.

3. What part of the modules was least valuable? 4. Why was it not very valuable?

220 - 2008-12-17 12:38:13 - (Age: 15)

The videos.

They didn't really explain anything in depth. They repeated too much information.

221 - 2008-12-17 12:39:07 - (Age: 14)

The games.

You didn't learn anything.

222 - 2008-12-17 12:39:24 - (Age: 15)

it was all good

the games but it is fun

223 - 2008-12-17 12:50:43 - (Age: 14)

the games, but they were fun

they didnt teach you anything

224 - 2008-12-17 12:53:30 - (Age: 15)

none.

none.

225 - 2008-12-17 13:52:26 - (Age: 15)

the videoes

boring

226 - 2008-12-17 13:55:45 - (Age: 15)

the videos.

because they are just repeated information.

227 - 2008-12-17 14:08:56 - (Age: 16)

module 2

not interesting

228 - 2008-12-17 14:09:14 - (Age: 16)

THERE SEEMED TO BE TOO MANY SLIDES

BECAUSE SOME COULD BE COMBINED

229 - 2008-12-17 14:10:02 - (Age: 15)

NONE

230 - 2008-12-17 14:11:28 - (Age: g)

g

g

231 - 2008-12-17 16:00:54 - (Age: 14)

the games

its a game. A computer game

232 - 2008-12-17 16:41:54 - (Age: 15)

some videos

didn't help learning

233 - 2008-12-17 16:43:03 - (Age: 14)

Savings accounts

I already knew about them

234 - 2008-12-17 18:21:03 - (Age: 16)

none

235 - 2008-12-17 19:18:44 - (Age: 14)

I think the one about the savings account was.

I already knew a lot of it from my parents and what my bank has told me.

236 - 2008-12-17 19:32:50 - (Age: 14)

the music samples

they were useless

237 - 2008-12-17 19:35:05 - (Age: 14)

It was all valuable

It was all valuable

238 - 2008-12-17 21:27:50 - (Age: 15)

all of them were helpful

all of them were helpful

239 - 2008-12-18 15:10:15 - (Age:)

the test

they are a little to long

3. What part of the modules was least valuable? 4. Why was it not very valuable?

240 - 2008-12-19 12:53:57 - (Age: 18)

all

boring

241 - 2008-12-19 13:12:17 - (Age: xf)

dddddddddddddd

dddddddddddddddddddddd

242 - 2008-12-19 13:22:05 - (Age: 18)

all

243 - 2008-12-23 13:59:14 - (Age: 18)

It was all valuable.

See Q3

244 - 2008-12-27 23:02:28 - (Age: 16)

Nothing

Nothing

245 - 2009-01-01 15:51:32 - (Age: 17)

the music breaks.

The music wasn't even good really

246 - 2009-01-02 15:23:19 - (Age: 18)

many of the videos and games lent little information to the module, making it time consuming

I knew alot of the information already

247 - 2009-01-03 00:55:56 - (Age: 17)

The obnoxious videos thrown in randomly that had nothing to do with the subject

It was a waste of time, although somewhat amusing

248 - 2009-01-04 15:02:54 - (Age: 17)

-

-

249 - 2009-01-04 16:59:24 - (Age: 17)

the games

i learned nothing from shooting penguins

250 - 2009-01-04 17:06:17 - (Age: 16)

I pretty much believe all of them were valuable It even got my mom interested.

They were all valuable.

251 - 2009-01-04 19:12:09 - (Age: 17)

I thought the games were fun, but kind of distracting as I worked through the modules.

They distracted me from the information.

252 - 2009-01-04 21:32:11 - (Age: 18)

For me, it was the checking account stuff because I already have one. However, I think it would have been very informative and helpful if I had not had one and prior experience with one.

I already knew all the information about checking accounts.

253 - 2009-01-04 22:23:39 - (Age: 27)

Checking accounts

Due to my experience with them already

254 - 2009-01-04 23:44:34 - (Age: 18)

the random games.. but some might have liked that.

i just wanted to finish the modules, so i skipped through them.

255 - 2009-01-05 11:12:46 - (Age: 17)

everthing was valeable

256 - 2009-01-05 19:52:23 - (Age: 18)

The games

You don't learn anything!

257 - 2009-01-05 20:21:49 - (Age: 17)

n/a

n/a

258 - 2009-01-05 21:34:26 - (Age: 17)

Since I'm the type of person to just get things done fast, the random games in between.

It didn't help me.

259 - 2009-01-05 21:50:42 - (Age: 17)

the games.

cause it's adictive and i can't stop playing.

3. What part of the modules was least valuable? 4. Why was it not very valuabe?

260 - 2009-01-05 23:06:49 - (Age: 18)

The games

pointless

261 - 2009-01-06 07:28:01 - (Age: 15)

I'm not sure which one

Not sure

262 - 2009-01-06 19:32:41 - (Age: 20)

none

none

263 - 2009-01-07 10:25:59 - (Age: 17)

games

they were too fun

264 - 2009-01-07 10:27:52 - (Age: 17)

games

they were too fun

265 - 2009-01-07 18:15:47 - (Age: 22)

WRITING AND ENDORSING CHECKS

I KNOW HOW TO DO THAT ALREADY, ITS KINDOF FOOLPROOF.

266 - 2009-01-07 20:23:21 - (Age: 18)

the part where they give you a short break cause I would like to learn more not play a game

cause i want to learn more not take time to play some game

267 - 2009-01-07 20:41:20 - (Age: 17)

The games

It was too distracting

268 - 2009-01-09 13:26:37 - (Age: 21)

I thought the games were kind of corny.. and some of the vidoes

the games seem childish... and some of the vidoes were point less..it seemed like there were trying to be funny but it really wasn't

269 - 2009-01-09 13:26:52 - (Age: 27)

The games were good when you need a break but they could go without them.

I think all the information was valueable.

270 - 2009-01-11 17:15:03 - (Age: 14)

being an idiot

because its already the consious thing to do

271 - 2009-01-11 20:18:38 - (Age: 15)

All of it was pretty important

It was all valuable

272 - 2009-01-12 12:53:17 - (Age:)

all were valuable

n/a

273 - 2009-01-12 14:55:20 - (Age: 64)

ALL

DIDN'T FIND IT HELPFUL

274 - 2009-01-13 10:29:18 - (Age: 64)

all

intended fo students

275 - 2009-01-14 10:04:27 - (Age: 38)

graphics

disparate

276 - 2009-01-14 12:52:58 - (Age: 21)

difference between banks and credit unions

The fact that i already work at a bank and have a credit score and accounts

277 - 2009-01-14 18:47:20 - (Age: 18)

I knew more about the banks and so those Modules were like reviews.

Nothing wasn't valuable

278 - 2009-01-14 19:15:04 - (Age: 18)

banks

I already knew that

279 - 2009-01-15 13:13:54 - (Age: 15)

games

didnt learn anything

3. What part of the modules was least valuable? 4. Why was it not very valuable?

280 - 2009-01-15 23:25:45 - (Age: 16)

the games that can really throw you off your game.

because i felt like it was there just to throw your mind off the subject.

281 - 2009-01-16 10:57:32 - (Age: NA)

NA

NA

282 - 2009-01-16 13:28:51 - (Age: 17)

The games!

Because they don't teach you anything!

283 - 2009-01-16 14:28:34 - (Age: 25)

NA

NA

284 - 2009-01-17 11:56:59 - (Age: 61)

Seeing all of the dumbies out there. It is sad.

Its Real for them.

285 - 2009-01-17 21:29:52 - (Age: 18)

Many of the videos.

Took too much time; would prefer the content to be more concise and the videos to be only supplementary.

286 - 2009-01-18 14:03:18 - (Age: 17)

nothing

n/a

287 - 2009-01-18 20:56:36 - (Age: 17)

the checking account one

because I have one so I already knew everything

288 - 2009-01-18 20:58:48 - (Age: 17)

i dont know

289 - 2009-01-18 22:31:54 - (Age: 18)

none

its not

290 - 2009-01-19 17:19:15 - (Age: 18)

the games

got my mind off of concentrating

291 - 2009-01-19 19:39:19 - (Age: 18)

the length

because it was a lot of stuff.

292 - 2009-01-19 19:55:16 - (Age: 18)

The games.

Waste of time.

293 - 2009-01-19 20:44:32 - (Age: 18)

Some of the videos.

Just did not seem needed.

294 - 2009-01-19 21:04:59 - (Age: 17)

the games

they were distracting and held no purpose

295 - 2009-01-19 22:03:55 - (Age: 16)

i dont know

n/a

296 - 2009-01-19 22:20:08 - (Age: 17)

i would have to say it was all pretty good.

it all is going to help me in the long run.

297 - 2009-01-20 08:04:05 - (Age: 15)

interest rate stuff

it was boring and difficult to understand

298 - 2009-01-20 09:52:37 - (Age: 18)

1

i was just getting started

299 - 2009-01-20 15:52:01 - (Age: 27)

none

n/a

3. What part of the modules was least valuable? 4. Why was it not very valuable?

300 - 2009-01-20 16:14:53 - (Age: 28)

I am actually 28 years old, so some of the info was basic stuff I already knew. I felt like the "breaks" were unnecessary for me but I can see how they would benefit someone younger.

Not my maturity level. I would actually like to see something similar to foolproof for older adults. I see many adults who clearly still haven't learned this information but would find foolproof condescending.

301 - 2009-01-20 16:53:56 - (Age:)

CREDIT CARDS

DON'T KNOW

302 - 2009-01-20 18:49:14 - (Age: 20)

the credit card module

felt it was very repetitive

303 - 2009-01-21 09:57:23 - (Age: 17)

some video

to much talking

304 - 2009-01-21 12:08:11 - (Age: 18)

everything else

took too long

305 - 2009-01-21 12:12:53 - (Age: 45)

The silly answers to the questions sometimes gave me the right answer without requiring me to think.

see above

306 - 2009-01-21 12:43:47 - (Age: 18)

checking

i know all about it

307 - 2009-01-21 15:01:00 - (Age: 16)

the games

because i dont need games to interupt me

308 - 2009-01-22 10:31:42 - (Age: 18)

the introduction

just explained what and how to do stuff and what the modules where going to be about.

309 - 2009-01-22 17:00:55 - (Age: 22)

The games in the middle I think they were good at giving us a break, but you could basically take a break during the training at any given point.

n/a

310 - 2009-01-23 12:38:11 - (Age:)

n/a

311 - 2009-01-23 14:03:25 - (Age: 20)

the slang used like "Cribs" i think some of this lingo was not easy for the older people at my CU to understand

because it was kind of hard to understand some of the information because of the way it was worded

312 - 2009-01-23 17:04:55 - (Age:)

nothing

n/a

313 - 2009-01-23 17:24:42 - (Age: 39)

writing checks

self explanatory

314 - 2009-01-25 22:03:35 - (Age: 17)

It was all valuable to me.

315 - 2009-01-26 07:29:28 - (Age: 17)

none

na

316 - 2009-01-26 07:47:55 - (Age: 18)

I'm not really sure.

317 - 2009-01-26 07:54:30 - (Age: 17)

None of it

It was very valuable

318 - 2009-01-26 07:59:27 - (Age: 14)

none

n/a

319 - 2009-01-26 14:04:40 - (Age: 17)

Too much glitz, extra videos, too redundant

3. What part of the modules was least valuable? 4. Why was it not very valuable?

320 - 2009-01-28 09:46:31 - (Age: 34)

all

already knew the stuff

321 - 2009-01-28 10:46:01 - (Age: 45)

I liked them all. They were all informative.

I liked them all. They were all informative.

322 - 2009-01-29 11:28:39 - (Age:)

none

none

323 - 2009-01-29 15:31:49 - (Age:)

They were all valuable

N/A

324 - 2009-01-29 21:16:51 - (Age: 51)

None

na

325 - 2009-01-29 21:26:31 - (Age: 57)

None.

326 - 2009-01-30 21:20:49 - (Age: 29)

Nothing!!

N/A

327 - 2009-01-31 15:47:59 - (Age: 27)

The presentation of the characters personal life info (i.e.: where you grew up, your dads name, etc.....)

"Your" personal life info doesn't help "me" handle "my" finances better.

328 - 2009-01-31 16:22:03 - (Age: 58)

no comment

not relevant to age/experience

329 - 2009-02-05 07:26:32 - (Age: 16)

games

wasnt educational

330 - 2009-02-05 21:30:24 - (Age: 15)

you focused to much on how important your credit score, ya its important but you overkilled it by far

to repitive and boring

331 - 2009-02-06 11:30:00 - (Age: 37)

??

??

332 - 2009-02-06 13:16:57 - (Age: 45)

Games

doesn't pertain to training

333 - 2009-02-06 17:36:19 - (Age: 22)

N/A

N/A

334 - 2009-02-07 10:12:32 - (Age: 60)

it was all valuable

335 - 2009-02-08 15:37:39 - (Age: 22)

The least valuable part would be the random side stories.

It was distracting and didn't have much to do with what was being taught.

336 - 2009-02-09 09:52:57 - (Age: 17)

Everything else

Its to boring

337 - 2009-02-09 13:38:32 - (Age: 18)

ummm i dont even remember

idk

338 - 2009-02-09 13:47:17 - (Age: 16)

That we had to read a lot.

Because it took sometime to do that.

339 - 2009-02-09 13:52:35 - (Age: 16)

some vidios

some vidios but funny dnt lose them

3. What part of the modules was least valuable? 4. Why was it not very valuabe?

340 - 2009-02-09 14:10:46 - (Age: 16)

the things to the sides

i didnt click or see them half of the time

341 - 2009-02-09 14:11:48 - (Age: 16)

the little thing that are o n the sides

games

342 - 2009-02-09 14:15:32 - (Age: 16)

the beginning

i dont no

343 - 2009-02-09 21:58:12 - (Age:)

none

344 - 2009-02-11 13:50:43 - (Age: 16)

The games

becuase they were pointless

345 - 2009-02-11 18:43:55 - (Age: 45)

NA

NA

346 - 2009-02-12 11:49:31 - (Age: 14)

module one

because it didn't really say alot about what you really need to know.

347 - 2009-02-12 11:51:33 - (Age: 17)

nothing.

348 - 2009-02-12 12:15:03 - (Age: 16)

I think that the first one.

It did not have a lot of information.

349 - 2009-02-12 12:22:56 - (Age: 16)

I'm not sure.

350 - 2009-02-12 13:16:31 - (Age: 17)

probably how to write a check or how to go about getting a checking account.

writing the checks

351 - 2009-02-13 11:52:38 - (Age: 16)

the games

it was just kinda a waste of time

352 - 2009-02-13 11:52:59 - (Age: 14)

The part were you had to read the whole time.

Idk?

353 - 2009-02-13 12:04:03 - (Age: 17)

None if it.

n/a

354 - 2009-02-13 13:30:19 - (Age: 24)

The information included in these modules is true, but to an extreme. Almost to the point that it's false information. I realize a point is trying to be made to help prevent people from making poor choices when it comes to their finances, but the information that is given is almost bold-face lies about the repercussions if you were to bounce a check or go over the limit in your checking account or credit card. No need to scare the sense out of people.

355 - 2009-02-14 17:41:33 - (Age: 15)

Nothing!

It worked for me.

356 - 2009-02-15 20:12:17 - (Age:)

They re-worded some information once or twice

357 - 2009-02-16 23:26:44 - (Age: 59)

none

358 - 2009-02-17 11:31:55 - (Age: 15)

the video's.

it was irritating and didn't catch my attention.

359 - 2009-02-17 11:51:56 - (Age: 18)

it was all valuable

.

3. What part of the modules was least valuable? 4. Why was it not very valuable?

360 - 2009-02-18 11:41:00 - (Age: 17)

pre paid cards

already knew it

361 - 2009-02-18 12:05:33 - (Age: 17)

ehh idk

it was very repeditative

362 - 2009-02-19 09:14:47 - (Age: 17)

the games

i dont need games to consintarate

363 - 2009-02-19 09:51:47 - (Age: 17)

Some of the pages had too much information on them, try to break the longer ones down more?

Too lengthy.

364 - 2009-02-19 09:53:47 - (Age: 16)

I don't know.

I don't know.

365 - 2009-02-19 09:54:24 - (Age: 16)

to me the all of them were valuable bacause its telling you about the ways of the life of money.

366 - 2009-02-19 15:14:56 - (Age: 22)

All of them were valuable

n/a

367 - 2009-02-20 10:59:57 - (Age: 16)

the videos

cant understand the accents

368 - 2009-02-20 11:42:24 - (Age: 18)

Writing check, i have known how to do that since i was 12 and i am 18.

Answered above.

369 - 2009-02-20 15:04:17 - (Age: 15)

Some of the games and vieos

You just don't need all those Videos

370 - 2009-02-23 13:49:20 - (Age: 32)

None

371 - 2009-02-25 12:53:17 - (Age:)

372 - 2009-02-25 13:25:10 - (Age: 18)

The tests.

I don't know.

373 - 2009-02-26 11:34:45 - (Age: 14)

The games but they were fun. I enjoys the little breaks.

It had nothing to do with what they were explaining.

374 - 2009-02-26 11:36:23 - (Age: 15)

there are all valuable

getting into college and saving up money.

375 - 2009-02-26 11:36:49 - (Age: 15)

Nohting.

Everything was valuable because this helps everyone who does this with their future with money.

376 - 2009-02-26 13:46:01 - (Age: 17)

idk

it was

377 - 2009-02-26 14:23:05 - (Age: 17)

1

none

378 - 2009-02-26 14:39:01 - (Age:)

The DORKY tricky test questions

lengthy examples -

379 - 2009-02-26 15:34:56 - (Age: 14)

nothing really

nothing

3. What part of the modules was least valuable? 4. Why was it not very valuable?

380 - 2009-02-26 15:35:24 - (Age: 14)

Well im not sure what was least valuable in this foolproof.

I dont know what you mean by that.

381 - 2009-03-02 11:41:14 - (Age: 23)

no0pe

nope

382 - 2009-03-02 11:48:28 - (Age: 18)

checks

already know how to do it

383 - 2009-03-02 12:31:30 - (Age: 16)

games

doesn't teach anything

384 - 2009-03-02 14:31:07 - (Age: 14)

learning how to use money

boring

385 - 2009-03-03 13:29:15 - (Age: 18)

the whole thing

because i already know the info

386 - 2009-03-04 07:27:24 - (Age: 18)

everyone

all of them

387 - 2009-03-04 10:52:29 - (Age: 17)

I dont remember.

I dont remember.

388 - 2009-03-04 10:58:47 - (Age: 17)

n'a

n'a

389 - 2009-03-04 11:07:25 - (Age: 17)

none

n/a

390 - 2009-03-04 11:24:49 - (Age: 17)

none

n/a

391 - 2009-03-05 12:22:36 - (Age: 18)

The Video's

its much easier to just read the slide and move onto the next one.

392 - 2009-03-05 15:36:50 - (Age: 43)

stuff I already know

na

393 - 2009-03-06 10:55:09 - (Age: 18)

the videos

boring

394 - 2009-03-06 12:25:22 - (Age: 18)

All of the lengthy videos.

They were boring and weren't very entertaining or informative.

395 - 2009-03-06 12:40:31 - (Age: 17)

Im not sure

396 - 2009-03-06 13:04:13 - (Age: 16)

none

..

397 - 2009-03-06 13:13:55 - (Age: 17)

it was all valuable

n/a

398 - 2009-03-09 09:35:45 - (Age: 17)

*the random bands and videos that were irrelevant
they had no purpose and kind of took up time*

399 - 2009-03-09 09:36:05 - (Age: 17)

randomly advertising different bands.

it didn't have anything to do with what we were learning

**3. What part of the modules was
least valuable? 4. Why was it not
very valuable?**

400 - 2009-03-09 09:42:49 - (Age: 17)

The games for two minutes

Cause it taught me nothing

401 - 2009-03-09 09:42:55 - (Age: 16)

check stuff

I already knew it.

402 - 2009-03-09 09:47:01 - (Age: 14)

*I think that the least valuable part of the modules was the
games.*

*It did nothing to help you learn about money and was wasting
time.*

403 - 2009-03-09 09:48:47 - (Age: 16)

Games

it was not teaching anything

404 - 2009-03-09 09:48:59 - (Age: 17)

the music

didnt have to deal with how to save your money

405 - 2009-03-09 09:55:26 - (Age: 15)

the savings accounts

I already knew it

406 - 2009-03-09 09:59:47 - (Age: 17)

bla

bla

407 - 2009-03-10 10:06:45 - (Age: 16)

the games

not educational, but a nice break

408 - 2009-03-10 11:49:27 - (Age: 20)

The wannabe "hip" lingo.

It made me laugh more than it helped me relate.

409 - 2009-03-10 12:01:37 - (Age: 49)

The videos

I couldn't listen to them

410 - 2009-03-10 12:43:15 - (Age: 15)

none

none

411 - 2009-03-10 14:36:47 - (Age:)

the games

lack of time

412 - 2009-03-10 17:54:06 - (Age:)

some of the videos

nothing to do with the module

413 - 2009-03-11 17:53:25 - (Age:)

All good

414 - 2009-03-11 20:45:38 - (Age: 15)

none of them

they were all good

415 - 2009-03-11 20:50:55 - (Age: 15)

none of them

they are all good

416 - 2009-03-11 23:56:03 - (Age: 16)

the games and random articles and links

it was almost an overload of information to read the articles.

417 - 2009-03-12 09:17:11 - (Age: 15)

the games

didn't teach

418 - 2009-03-12 09:21:07 - (Age: 15)

the games

it didn't teach me anything, and sometimes they were boring.

419 - 2009-03-12 11:20:30 - (Age: 14)

The part with the games.

You did not learn anything from the games.

3. What part of the modules was least valuable? 4. Why was it not very valuable?

420 - 2009-03-12 12:00:42 - (Age: 15)

none

none

421 - 2009-03-12 12:01:45 - (Age: 14)

The flashing screens hurt my eyes if that's what you mean.

It just repeated what people said. And it hurt my eyes.

422 - 2009-03-12 12:04:13 - (Age: 16)

Some of the weird videos and games.

It didn't relate to the module, but it did provide a good break.

423 - 2009-03-12 12:04:27 - (Age: 16)

idk

424 - 2009-03-12 12:04:34 - (Age: 16)

I found it all really valuable

I didn't find anything to be not valuable

425 - 2009-03-12 12:06:04 - (Age: 16)

none of them, all of them were valuable

426 - 2009-03-12 12:09:07 - (Age: 15)

It takes too long and has way too much to read.

427 - 2009-03-12 12:10:21 - (Age: 16)

The games

It had nothin to do with it.

428 - 2009-03-12 12:11:06 - (Age: 16)

I thought knowing more about the people was kinda boring...

it has NOTHING to do with credit and some of their stories were boring.

429 - 2009-03-12 12:14:15 - (Age: 14)

nothing

n/a

430 - 2009-03-12 12:16:56 - (Age: 16)

none

431 - 2009-03-12 12:25:12 - (Age: 17)

Nothing

Credit card stuff

432 - 2009-03-12 12:51:52 - (Age: 18)

the videos

because i didnt want to go get headphones to listen to them

433 - 2009-03-12 12:53:16 - (Age: 16)

the test

i am not a good tester

434 - 2009-03-12 12:53:32 - (Age: 17)

The test.

Cause I am not a very good test taker.

435 - 2009-03-12 12:58:16 - (Age: 33)

All of them were great.

They were all valuable sources of information.

436 - 2009-03-12 13:16:43 - (Age: 18)

module 1

it was just common sense

437 - 2009-03-12 14:45:24 - (Age: 14)

The games but they were fun.

It didnt't really help, but they were a good fun.

438 - 2009-03-12 17:52:36 - (Age:)

all of it really.

the games, but they we're fun to play (smile)

439 - 2009-03-12 21:05:55 - (Age: 17)

i cant really think of anything i thought it all was set up real well

it was valuable theres no reson for not to be this shows what the real world is like

3. What part of the modules was least valuable? 4. Why was it not very valuabe?

440 - 2009-03-13 10:41:12 - (Age:)

The games would take focus off the material

441 - 2009-03-13 15:21:03 - (Age: 17)

The reading it got kinda boring.

The videos were interesting.

442 - 2009-03-13 17:41:39 - (Age: 42)

The part of the modules least valuable was the "stupid" comments with regards to consumer's bad choices. And the way the modules give a negative perception to all creditors.

It was not very valuable because it is degrading.

443 - 2009-03-16 10:43:57 - (Age: 15)

None of them were.

All the the modules were very informative

444 - 2009-03-17 01:01:04 - (Age: 18)

Can't think of one.

Can't think of one.

445 - 2009-03-18 12:03:39 - (Age: 16)

The pictures that had no relevance to the topic

Because it wasn't relevant to the topic....

446 - 2009-03-18 12:15:53 - (Age: 17)

Math problems and long paragraphs to read were a little much to comprehend.

The long parts to read took to long and to much concentration. The units also became very long and it was hard to try and remember and retain all that information for the tests.

447 - 2009-03-18 12:26:18 - (Age: 16)

some of the videos

they didnt even relate to credit or anything

448 - 2009-03-18 12:48:23 - (Age: 17)

The videos. I'd rather read the info instead.

I'd rather read the info instead, and it was hard to understand with all the other videos playing in the classroom.

449 - 2009-03-18 12:54:07 - (Age: 17)

Everything we learned in these modules was something that should be learned about.

450 - 2009-03-18 13:48:43 - (Age: 14)

budgeting

because its common sense that you should know how to budget already.

451 - 2009-03-19 14:36:54 - (Age:)

all the info. on the modules was valuable

452 - 2009-03-20 10:50:03 - (Age: 18)

The games.

Pointless.

453 - 2009-03-20 11:01:34 - (Age: 16)

The vidoes, i found them distracting.

I found them distracting.

454 - 2009-03-20 12:09:44 - (Age: 17)

All the reading.

I found myself bored and not paying much attention to what I was reading.

455 - 2009-03-20 14:21:10 - (Age: 16)

Some of the videos.

Sometimes hard to understand and follow.

456 - 2009-03-22 20:40:28 - (Age: 17)

All were very informationally

457 - 2009-03-22 22:13:44 - (Age: 17)

The fourth one!!

Just seem like something I had already known.

458 - 2009-03-23 11:35:25 - (Age: 15)

How to fill out a check.

Because i already knew how to do it.

459 - 2009-03-23 11:55:24 - (Age: 26)

no of it i've learned a lot.

3. What part of the modules was least valuable? 4. Why was it not very valuable?

460 - 2009-03-23 21:27:50 - (Age: 14)

None of them were.

461 - 2009-03-24 09:34:22 - (Age: 16)

the credit bearu part

we just learned it before

462 - 2009-03-24 14:57:53 - (Age: 21)

All of the info seemed pretty valuable, besides some of the scenarios!

They werent all realistic situations.

463 - 2009-03-24 16:03:52 - (Age: 67)

Music breaks

Time

464 - 2009-03-24 16:53:07 - (Age: 24)

The dumb videos that seemed to repeat themselves.

Annoying and redundant

465 - 2009-03-24 18:51:05 - (Age: 18)

i think everything helped me in one way

466 - 2009-03-25 10:35:40 - (Age: 15)

Games

It wont held me.

467 - 2009-03-25 10:47:03 - (Age: 15)

The games.

Will never help me in life.

468 - 2009-03-25 11:29:48 - (Age: 14)

I think the none of them.

469 - 2009-03-25 11:41:43 - (Age: 29)

the games

had nothing to do with the module

470 - 2009-03-25 11:46:58 - (Age: 14)

modules 2

I dont know

471 - 2009-03-25 11:54:27 - (Age: 17)

the games

because it was a fun time

472 - 2009-03-25 12:42:10 - (Age: 17)

it was all valuable

i dont know

473 - 2009-03-25 12:45:11 - (Age:)

music

474 - 2009-03-25 14:40:29 - (Age: 16)

checking

repetitive

475 - 2009-03-25 15:35:03 - (Age: 14)

The false ad part

Who listens to those anyways..lol..

476 - 2009-03-26 14:31:34 - (Age: 15)

none

477 - 2009-03-26 14:31:51 - (Age: 16)

all of it was valuable

478 - 2009-03-26 14:32:17 - (Age:)

the games

because you didn't need them

479 - 2009-03-26 14:42:54 - (Age: 16)

the part about getting too many credit cards

i had learned about it before and its is common scense

3. What part of the modules was least valuable? 4. Why was it not very valuabe?

480 - 2009-03-26 19:46:09 - (Age: 16)

the atm part...

i already understood it

481 - 2009-03-26 20:46:44 - (Age: 16)

Checking account, i already have one

I already have one and know how to use it

482 - 2009-03-27 14:58:54 - (Age: 16)

atm

atm is not very usefull

483 - 2009-03-27 17:12:17 - (Age: 57)

Balancing a check book

I already do a great job at balancing a check book.

484 - 2009-03-27 17:13:49 - (Age: 26)

The accents were difficult ot understand at times. Sometimes, in the "essay" portions of the assignments, if it wasn't word-for-word, it was recognized as being incorrect. Also, there are tools you can get through a credit union that CAN help boost your credit score in a few months, not years.

See above.

485 - 2009-03-29 12:04:18 - (Age: 18)

nothing

486 - 2009-03-29 12:28:01 - (Age: 18)

i loved it all

487 - 2009-03-29 15:24:02 - (Age: 17)

None of it. All of it was in somewhat a valuable lesson.

-

488 - 2009-03-29 16:10:44 - (Age: 17)

the videos.

to slow... and time consuming

489 - 2009-03-29 21:30:41 - (Age: 16)

N/A

N/A

490 - 2009-03-29 22:37:35 - (Age: 16)

the games, and the videos

games

491 - 2009-03-30 08:52:31 - (Age: 17)

not sure

492 - 2009-03-30 10:20:38 - (Age: 17)

Credit...

it was so boring that i skipped through it without thinking

493 - 2009-03-30 10:20:50 - (Age: 17)

Mostly all of them were useless.

It was too long and boring to actually teach me.

494 - 2009-03-30 10:21:58 - (Age:)

games and videos

waste of time

495 - 2009-03-30 15:19:18 - (Age: 24)

In the end it is all valuable information

n/a

496 - 2009-03-30 18:02:08 - (Age: 16)

Most of the information.

Already learned it in personal finance.

497 - 2009-03-30 18:29:48 - (Age: 17)

The two minute breaks

There wasn't a point to it besides to waste more time

498 - 2009-03-30 19:19:15 - (Age: 18)

The games

They were pointless to me

499 - 2009-03-30 20:15:54 - (Age: 17)

i thought it was all good

i thought it was all good

3. What part of the modules was least valuable? 4. Why was it not very valuable?

500 - 2009-03-30 23:04:33 - (Age: 16)

online offers..i already knew about that and identity theft

its kinda common sence

501 - 2009-03-31 12:37:18 - (Age: 17)

Some of the stuff we learned in class.

Because we already heard it so it was annoying to hear it again.

502 - 2009-03-31 12:47:30 - (Age: 17)

nothing

503 - 2009-03-31 23:05:34 - (Age: 17)

How to fill out a check.

I already know how to do it and its self explanatory when you look at it.

504 - 2009-04-02 14:23:39 - (Age: 16)

I'm pretty sure they were all valuable

We should know them

505 - 2009-04-02 20:23:19 - (Age: 16)

none

none

506 - 2009-04-02 22:02:25 - (Age: 18)

Nothing they all taught me something.

N/A

507 - 2009-04-03 08:53:01 - (Age: 16)

None

n/a

508 - 2009-04-03 09:08:39 - (Age: 16)

NONE

509 - 2009-04-03 09:11:02 - (Age: 16)

NONE

510 - 2009-04-03 10:04:09 - (Age: 16)

The games to me were the least valuable but then they really weren't met to have much of a significance . I usually skipped them.

It was a game and took me off topic but it's still a good thing for kids who don't want to constantly have to learn and need a break.

511 - 2009-04-03 10:10:34 - (Age: 24)

i thought everything was vaulable...to one person or another

512 - 2009-04-03 10:51:43 - (Age: 48)

The reading

n/a

513 - 2009-04-03 13:08:48 - (Age: 15)

about the ads that comes with selling the product, which is the credit cards.

since peole are going to avertise and sell a product that doesn't work.

514 - 2009-04-03 13:16:42 - (Age: 15)

about the advertisers.

because they're going to try to advertise things that doesn't work.

515 - 2009-04-06 07:51:24 - (Age: 18)

I herd you liek mudkipz

blaaaaah

516 - 2009-04-06 08:01:50 - (Age: 18)

all

all

517 - 2009-04-06 08:08:54 - (Age: 19)

module 1

too basic comcepts

518 - 2009-04-06 08:32:59 - (Age: 18)

they were kind of boring, spice it up if you can

didnt keep my interest very well

519 - 2009-04-06 08:44:33 - (Age: 18)

The one about checks and how to write them.

It didn't teach it to me reasonably, but I thought it was still pretty good.

3. What part of the modules was least valuable? 4. Why was it not very valuable?

520 - 2009-04-06 08:45:34 - (Age: 17)

All of it was extremely valuable

It was valuable

521 - 2009-04-06 10:56:17 - (Age: 51)

How to write a check.

I learned that in high school accounting, though some people did not take that class.

522 - 2009-04-06 12:24:33 - (Age: sd)

dsfs

fsd

523 - 2009-04-06 12:28:18 - (Age: 18)

credit

too much information on it when it should have just been > you have bad credit... your in big trouble

524 - 2009-04-06 12:46:22 - (Age: 17)

videos

took a long time and didn't get to the point

525 - 2009-04-06 12:57:02 - (Age: 17)

All were fine

N/A

526 - 2009-04-06 22:25:53 - (Age: 17)

n/a

n/a

527 - 2009-04-08 15:01:32 - (Age: 22)

n/a

n/a

528 - 2009-04-09 13:55:00 - (Age: 18)

I didn't like the games. I thought they were pointless.

It was a waist of time.

529 - 2009-04-09 14:47:02 - (Age:)

N/A

N/A

530 - 2009-04-10 13:55:03 - (Age: 18)

I didnt like the moduals when they didnt correct you through out the practice.

How am i supposed to learn during practice if im not corrected.

531 - 2009-04-10 17:10:42 - (Age: 33)

I think you combined all the right elements to make FoolProof appealing to youth.

532 - 2009-04-10 22:40:54 - (Age: 17)

The weird random noises

Freaked me out

533 - 2009-04-13 07:43:58 - (Age: 19)

bank and financial knowlege

online scam

534 - 2009-04-13 08:06:02 - (Age: 18)

the games

n/a

535 - 2009-04-13 08:06:54 - (Age: 18)

the games

They are annoying

536 - 2009-04-13 08:08:46 - (Age: 17)

the videos

N/A

537 - 2009-04-13 08:20:25 - (Age: 16)

the retarded games were a waste of time

it was valuable

538 - 2009-04-13 08:48:51 - (Age: 17)

a

a

539 - 2009-04-13 08:50:16 - (Age: 18)

Everything was helpful...

N/A

3. What part of the modules was least valuable? 4. Why was it not very valuable?

540 - 2009-04-13 09:46:05 - (Age: 17)

videos.

not interesting

541 - 2009-04-13 11:41:51 - (Age: 18)

the tests

it didn't help

542 - 2009-04-13 16:36:08 - (Age: 17)

5

3

543 - 2009-04-14 13:05:44 - (Age: 22)

n/a

All

544 - 2009-04-24 12:27:06 - (Age: 18)

1

4

545 - 2009-04-24 12:32:56 - (Age: 17)

nothing

nothing

546 - 2009-04-24 12:40:41 - (Age: 18)

The games.

I did not play them. They were not educational.

547 - 2009-04-24 12:59:07 - (Age: 18)

Alot

Because most of it was common sense

548 - 2009-04-24 13:15:51 - (Age: 16)

All the reading we had to do. I liked the video's more then the reading.

It was very boring and it didnt make me want to continue reading.

549 - 2009-04-24 13:54:23 - (Age: 15)

the weird videos

it was pointless

550 - 2009-04-24 14:25:35 - (Age: 32)

Checking, as I work for a Financial Institution and have already had the training, however I think it would be beneficial to most people.

551 - 2009-04-27 09:40:37 - (Age: 18)

-

credit card info

552 - 2009-04-27 10:24:03 - (Age: 14)

n/a

n/a

553 - 2009-04-27 11:55:31 - (Age: 17)

the videos

couldnt understand it

554 - 2009-04-27 11:56:51 - (Age: 17)

all of it

because there is no way im going to read all of that

555 - 2009-04-27 11:56:52 - (Age: 18)

all

all

556 - 2009-04-27 11:56:57 - (Age: 18)

sdfsdf

mbnfj

557 - 2009-04-27 11:59:13 - (Age: 17)

Everything

Didnt learn anything at all

558 - 2009-04-27 12:01:51 - (Age: 69)

everything

because it was gay

559 - 2009-04-27 12:04:55 - (Age: 12)

aadgag

3. What part of the modules was least valuable? 4. Why was it not very valuable?

560 - 2009-04-27 12:05:19 - (Age: 12)

zdbxdzbdzfb

bbdb

561 - 2009-04-27 12:19:55 - (Age: 18)

the first one

i didnt really understand some of it.

562 - 2009-04-27 12:39:18 - (Age: 18)

Five

twenty

563 - 2009-04-27 12:40:38 - (Age: 13)

The accents

It was hard to understand

564 - 2009-04-27 13:04:50 - (Age: 18)

1

1

565 - 2009-04-28 00:18:51 - (Age: 17)

the music

didn't teach me anything

566 - 2009-04-28 00:31:16 - (Age: 18)

first

it repeated again and again

567 - 2009-04-28 00:53:47 - (Age: 18)

The checking account information.

I already knew all the information because I have one.

568 - 2009-04-28 12:15:01 - (Age: 29)

FOR MYSELF THE LEAST VALUABLE WAS ABOUT THE CHECKING ACCOUNTS AND HOW TO FILL OUT A CHECK.

I ALREADY KNEW THE INFORMATION

569 - 2009-04-28 13:10:02 - (Age: 18)

n/a

n/a

570 - 2009-04-28 13:46:39 - (Age: 16)

nothing

nothing

571 - 2009-04-29 12:01:46 - (Age: 15)

Telling you random information.

Because you didn't need to know it.

572 - 2009-04-29 12:38:11 - (Age: 16)

The videos.

They took up too much space.

573 - 2009-04-29 13:59:33 - (Age: 18)

None.

N/A

574 - 2009-04-30 09:23:17 - (Age: 17)

The music groups from where ever they were from

It didnt teach anything about being fool proof

575 - 2009-04-30 12:50:13 - (Age: 17)

The games.

It wasn't really related the the lesson.

576 - 2009-05-01 09:30:20 - (Age: 16)

the games

it distracted me

577 - 2009-05-01 11:50:39 - (Age: 17)

The parts about not falling for stupid ads. That was a given.

A lot of the stuff was already common knowledge.

578 - 2009-05-01 13:05:52 - (Age: 17)

the videos

it took a lot of time

579 - 2009-05-03 12:06:04 - (Age: 16)

nothing was

na

3. What part of the modules was least valuable? 4. Why was it not very valuable?

580 - 2009-05-04 12:54:35 - (Age: 16)

I dont really have a part that was least valuable every section was something that i could use some day in my life.

581 - 2009-05-04 13:40:28 - (Age: 17)

the bands

nothing to do with it :)

582 - 2009-05-05 13:29:16 - (Age: 17)

learning about saving money

I already know the basics

583 - 2009-05-06 13:19:32 - (Age: 17)

none

584 - 2009-05-07 08:47:40 - (Age: 17)

first module

boring

585 - 2009-05-07 09:01:41 - (Age: 17)

all of them

boring

586 - 2009-05-07 09:18:52 - (Age: 17)

TEST!

Just don't like test

587 - 2009-05-07 09:20:23 - (Age: 18)

videos

just wasnt

588 - 2009-05-07 10:00:00 - (Age: 18)

sucker punch

i already knew this stuff

589 - 2009-05-07 14:17:02 - (Age: 16)

i dont think no parts of the modules ate leastvaluable

cant answer it

590 - 2009-05-08 09:28:29 - (Age: 18)

none, they made alot of sense

N/A

591 - 2009-05-10 19:20:36 - (Age: 17)

games

no info

592 - 2009-05-10 21:09:18 - (Age: 16)

nothing....

all the info was valuable

593 - 2009-05-11 11:33:38 - (Age: 18)

everything

because i already knew and had a good handle on all the topics

594 - 2009-05-11 11:38:57 - (Age: 15)

N/A

n/a

595 - 2009-05-11 12:22:09 - (Age: 15)

Some of the writing pieces.

Sometimes it bored me because it said the same thing over and over.

596 - 2009-05-11 13:43:07 - (Age: 16)

i found all of it very valuble

it was valuable!

597 - 2009-05-12 08:54:08 - (Age: 18)

all the quizzes

there is no point if they are not graded then anyone can just guess

598 - 2009-05-12 09:13:31 - (Age: 18)

sucker punch

it was things i already knew

599 - 2009-05-12 11:39:49 - (Age:)

The games.

I just wanted to learn the information not play games.

3. What part of the modules was least valuable? 4. Why was it not very valuable?

600 - 2009-05-12 14:53:50 - (Age: 16)

Ummm probably the scamming information because I already knew a bunch about how to spot a scam and all sorts of cool things like that.

Because I had already learned most of it and only learned a little bit of new information.

601 - 2009-05-12 15:34:06 - (Age: 17)

the games

602 - 2009-05-12 15:43:18 - (Age: 16)

Im not sure

I have no idea

603 - 2009-05-12 16:05:30 - (Age: 16)

The checcking stuff

No use to me...

604 - 2009-05-12 21:24:23 - (Age: 17)

the random cribs video

it didn't teach anything, and it was kind of stupid...no offense :)

605 - 2009-05-13 11:50:20 - (Age: 16)

some of the videos

because they were sort of boring

606 - 2009-05-13 12:27:56 - (Age: 18)

the scroll bar

it was too plain and sensitive

607 - 2009-05-13 12:27:57 - (Age: 17)

The Scrollbar

Too Sensitive

608 - 2009-05-13 13:26:03 - (Age: 18)

The games

It was.

609 - 2009-05-14 08:57:56 - (Age: 18)

none

it was

610 - 2009-05-14 11:21:59 - (Age: 17)

The breaks.

I just wanted to learn and could break when I needed to.

611 - 2009-05-14 11:48:37 - (Age: 15)

NONE

i dont know

612 - 2009-05-14 11:48:40 - (Age: 15)

NONE

i dont know

613 - 2009-05-14 11:50:23 - (Age: 15)

nothing

614 - 2009-05-14 12:01:10 - (Age: 17)

the dumb questions

they were lame.

615 - 2009-05-14 15:52:31 - (Age: 16)

games

didnt teach you anything

616 - 2009-05-14 18:29:20 - (Age: 15)

the games :p

they were just silly.

617 - 2009-05-14 22:38:25 - (Age: 12)

alot of it

idk

618 - 2009-05-15 03:10:28 - (Age: 18)

none

none

619 - 2009-05-15 09:25:43 - (Age: 16)

The games, but dont take them out because they are fun and a good way to take a break.

Because they didn't teach anything.

3. What part of the modules was least valuable? 4. Why was it not very valuable?

620 - 2009-05-15 11:42:14 - (Age: 18)

games

took longer and didn't do anything for me

621 - 2009-05-15 11:56:41 - (Age: 18)

The games, lol

Had no educational value

622 - 2009-05-15 11:56:47 - (Age: 16)

the games,haha.

They didn't teach us anything.

623 - 2009-05-15 12:29:27 - (Age: 18)

module 1

i knew all the information

624 - 2009-05-15 13:01:46 - (Age: 15)

nothing

nothing

625 - 2009-05-15 13:02:38 - (Age: 16)

Teaching us about the place

it distacted me

626 - 2009-05-15 13:06:40 - (Age: 16)

the dumb videos

they were corny and lame

627 - 2009-05-15 13:07:41 - (Age: 92)

saving it

shoping is important

628 - 2009-05-15 13:07:53 - (Age: 16)

the games

they didnt teach me anything

629 - 2009-05-15 13:09:13 - (Age: 17)

the games

theyre fun, but not relevant

630 - 2009-05-15 14:51:57 - (Age: 16)

the first module.

i just knew most of it.

631 - 2009-05-17 20:48:21 - (Age: 15)

The games

You don't learn anything

632 - 2009-05-18 09:01:15 - (Age: 18)

all of it

all of it

633 - 2009-05-18 09:24:25 - (Age: 18)

none

none

634 - 2009-05-18 12:03:15 - (Age: 15)

the "books" with the audio and you flip the pages as they continue to read...i thought they were annoying.

they were very redundant, and annoying.

635 - 2009-05-18 15:03:59 - (Age:)

Writing checks.

I already knew this information.

636 - 2009-05-18 15:07:06 - (Age: 15)

the games

the games

637 - 2009-05-18 15:41:45 - (Age: 16)

the games

because i didnt learn anything

638 - 2009-05-18 15:44:10 - (Age: M)

Games

Not relevant to purpose of modules

639 - 2009-05-19 08:55:50 - (Age: 17)

All the videos

I just got bored with them and didn't want to watch them all

3. What part of the modules was least valuable? 4. Why was it not

very valuable?

640 - 2009-05-19 11:28:41 - (Age: 17)

None, I learned equal amounts of information from every module.

NA

641 - 2009-05-19 11:44:05 - (Age: 16)

?

?

642 - 2009-05-19 11:54:48 - (Age: 15)

The skills modules. Mostly the one on writing checks and balancing a checkbook.

They took up a lot of time and didn't teach anything FoolProof wasn't already covering or that we didn't already know.

643 - 2009-05-19 11:59:05 - (Age: 18)

nothing.

nothing

644 - 2009-05-19 12:02:44 - (Age: 18)

I don't remember.

Because it didn't help?

645 - 2009-05-19 12:10:13 - (Age: 18)

None

none

646 - 2009-05-19 12:28:54 - (Age: 17)

none

n/a

647 - 2009-05-19 12:56:06 - (Age: 15)

Email Spam

I dont care because i dont open them.

648 - 2009-05-19 14:12:28 - (Age: 14)

internet scams

i knew about it already

649 - 2009-05-19 21:33:46 - (Age: 18)

2 minute games

it took too long for the games to load so you really didn't get a break

650 - 2009-05-20 11:18:11 - (Age: 17)

Som eof the videos weren't interesting.

Time waster.

651 - 2009-05-20 11:35:33 - (Age: 16)

none.

none

652 - 2009-05-20 12:36:29 - (Age: 18)

all valuable

it was valuable

653 - 2009-05-20 14:27:08 - (Age: 18)

some videos

were boring

654 - 2009-05-20 15:40:42 - (Age: 16)

The video of the guy shaking his head crazily...

Because it was awkward...

655 - 2009-05-21 09:41:11 - (Age: 40)

everything

every thing

656 - 2009-05-21 11:44:33 - (Age: 15)

The short videos and the things that went slow that messed up my tempo.

Cause they bore you.

657 - 2009-05-21 11:53:30 - (Age: 18)

lol the games but i loved them

it wasnt about the topics

658 - 2009-05-21 11:57:37 - (Age: 15)

I can't give you an honest answer, i thought it was all valuable.

Um...

659 - 2009-05-21 15:25:38 - (Age: 16)

None of it was least valuable to me, I found it all very important.

N/A

3. What part of the modules was least valuable? 4. Why was it not very valuable?

660 - 2009-05-21 18:50:41 - (Age: 18)

Again, the repetition was a little overboard, but still necessary as a teaching tool.

The repetition occurred obviously more than just once or twice is all, but it's all good.

661 - 2009-05-21 21:24:11 - (Age: 16)

videos

they are just personal stories

662 - 2009-05-22 08:16:12 - (Age: 15)

all of it

it was pointless

663 - 2009-05-22 08:17:54 - (Age: 40)

all

boring

664 - 2009-05-22 09:16:02 - (Age: 17)

i don't know

?????

665 - 2009-05-22 09:49:55 - (Age: 15)

NONE

NONE

666 - 2009-05-22 22:45:22 - (Age: 15)

The people talking. I couldn't stand them!

They irritated me. And a lot of them were hard to understand.

667 - 2009-05-26 08:34:35 - (Age: 18)

The stupid video parts with people and their stories.

Some were, others were useless.

668 - 2009-05-26 09:13:13 - (Age: 17)

all of it was valuable

669 - 2009-05-26 12:00:43 - (Age: 16)

Some of the videos.

A few of the videos didn't seem to have much to do with the topic in my opinion. But they were still good.

670 - 2009-05-27 10:42:13 - (Age: 15)

i don't know

671 - 2009-05-28 11:32:11 - (Age: 16)

the long books where you flip through 20+ pages

it was so boring i didnt want to read it

672 - 2009-05-28 12:10:40 - (Age: 17)

All of the modules were some what valuble

-

673 - 2009-05-30 19:13:31 - (Age: 16)

None i thought they were all the same.

They were all the same.

674 - 2009-06-01 08:40:57 - (Age: 17)

not sure

sdggadsg

675 - 2009-06-01 08:57:11 - (Age: 17)

the games but it was a fun break.

obvious reasons

676 - 2009-06-01 09:05:00 - (Age: 15)

The checking account information.

677 - 2009-06-01 09:54:21 - (Age: 16)

games

because you didnt learn anything but it was fun

678 - 2009-06-01 09:55:38 - (Age: 18)

The one about phishing and hownot to er suckered in to it

Because I already knew about it

679 - 2009-06-01 10:00:07 - (Age: 18)

the pics of stuff

idk

3. What part of the modules was least valuable? 4. Why was it not very valuable?

680 - 2009-06-01 10:13:19 - (Age: 17)

tests

cause i didnt want it

681 - 2009-06-01 10:13:47 - (Age: 17)

tests

they were not like the test we took in class at all.....terrible job.....F

682 - 2009-06-01 10:24:56 - (Age: 17)

i really dont know, the games

it was a game

683 - 2009-06-01 10:33:42 - (Age: 18)

the tests

because it was graded

684 - 2009-06-01 10:34:42 - (Age: 18)

When they talked about debt cards because I already know a lot of what they talked about.

I already new most of the information because of my teacher.

685 - 2009-06-01 14:03:26 - (Age: 14)

Showing the difference between Debit card and ATM.

Not that important.

686 - 2009-06-02 08:45:34 - (Age: 18)

all the videos

the slide after each video sumed up the video in a much quicker easier way

687 - 2009-06-02 09:01:04 - (Age: 14)

the parts where you had to find the next button on the page, for instance when it was hiden in the fine print.

I expected it.

688 - 2009-06-02 09:08:59 - (Age: 17)

The random tests.

There are already enough questions.

689 - 2009-06-02 09:34:55 - (Age: 48)

the information

it was boring

690 - 2009-06-02 09:46:07 - (Age: 18)

none man everythng seriously was good !

691 - 2009-06-02 09:57:04 - (Age: 17)

Don't know

692 - 2009-06-02 10:09:21 - (Age: 12)

module 1

didn't learn not from it

693 - 2009-06-03 08:38:03 - (Age: 15)

The small video clips.

It didnt teach me anything i didnt already know.

694 - 2009-06-03 08:45:04 - (Age: 17)

none

695 - 2009-06-03 08:45:07 - (Age: 16)

the games

there were games that had no relation to the module

696 - 2009-06-03 08:46:52 - (Age: 17)

None i liked all of them

697 - 2009-06-03 08:47:32 - (Age: 19)

The stories they told us

Them telling us what other people did

698 - 2009-06-03 08:53:20 - (Age: 18)

none was least valuable. all was good

699 - 2009-06-03 08:58:37 - (Age: 17)

some of the videos

a few of them repeated

3. What part of the modules was least valuable? 4. Why was it not very valuable?

700 - 2009-06-03 10:06:08 - (Age: 18)

none

none

701 - 2009-06-03 10:11:54 - (Age: 17)

all of it was valuable

702 - 2009-06-03 10:13:47 - (Age: 18)

nothing

nothing

703 - 2009-06-03 10:30:30 - (Age: 18)

part 3

confusing

704 - 2009-06-03 10:36:20 - (Age: 18)

videos

i dont know

705 - 2009-06-03 13:17:24 - (Age: 16)

buying a car, well for me anyway because i already have a car now, but for when i do get a car i know stuff about it already.

I already know things about buying a car.

706 - 2009-06-03 13:44:34 - (Age: 15)

The least valuable part was learning about the pop ups.

It wasn't too important because kids my age should know better not to touch those pop ups.

707 - 2009-06-03 15:26:05 - (Age: 18)

games

waste of time

708 - 2009-06-04 08:05:40 - (Age: 18)

it was all good

there was nothing not valuable

709 - 2009-06-04 08:40:48 - (Age: 18)

None

710 - 2009-06-04 08:42:03 - (Age: 16)

I didn't find any of the modules not valuable. I found all of it informal.

Like I said above, I found it all valuable.

711 - 2009-06-04 08:42:44 - (Age: 15)

the reading

it was boring and most people did not read it

712 - 2009-06-04 08:46:22 - (Age: 18)

nothing.

713 - 2009-06-04 08:51:36 - (Age: 15)

nothing

714 - 2009-06-04 09:47:11 - (Age: 17)

none

none

715 - 2009-06-04 10:06:13 - (Age: 16)

I thought all of it was pretty valuable in some way or another, even the games.

\

716 - 2009-06-04 23:00:04 - (Age: 18)

i dont think there was anything that wasnt valuable

717 - 2009-06-05 09:46:41 - (Age: 18)

The games.

i just dont learn very well by playing games.

718 - 2009-06-05 09:53:53 - (Age: 17)

NONE!

it wasnt

719 - 2009-06-05 10:11:30 - (Age: 17)

Endorsements

I already knew how to use them.

3. What part of the modules was least valuable? 4. Why was it not very valuable?

720 - 2009-06-07 08:34:14 - (Age: 16)

-

-

721 - 2009-06-08 14:39:07 - (Age: 17)

None, all of them I needed to know.

It was valuable

722 - 2009-06-08 19:31:41 - (Age: 18)

cash

none

723 - 2009-06-08 22:40:54 - (Age: 18)

everything

really nothing

724 - 2009-06-09 10:07:08 - (Age: 16)

games

they dont teach anything

725 - 2009-06-09 10:08:42 - (Age: 16)

games

they did not teach you anything

726 - 2009-06-10 11:11:26 - (Age: 16)

I guess just the games they put in there in between modules.

Pointless, and juvenile?

727 - 2009-06-10 12:40:27 - (Age: 17)

not sure...i found all the information very interesting.

n/a

728 - 2009-06-15 16:26:48 - (Age: 22)

The part of the modules that was least valuable was the "breaks" with games and music.

For me, personally, the "breaks" with games and music weren't necessary and I skipped through them.

729 - 2009-06-17 18:12:53 - (Age:)

The games and music

?

730 - 2009-06-18 15:40:33 - (Age: 24)

how to right checks i guess because ive been writing checks for a long time now,

look at # 3

731 - 2009-06-19 16:08:13 - (Age: 19)

the music

not related to the subject

732 - 2009-06-23 11:14:30 - (Age: 36)

The games but they were a lot of fun.

They were valuable, just not as valuable

733 - 2009-06-25 17:02:19 - (Age: 17)

Some of the videos that had nothing to do with the lesson.

It had nothing to do with what they were trying to teach you.

734 - 2009-07-07 21:57:52 - (Age: 15)

umm i think all of it was valuable.

i just said it all was =] and its true.

735 - 2009-07-19 11:34:32 - (Age: 20)

Some of the anecdotal side-stories I had trouble latching on to.

I felt it detracted from the focus of the lessons.

736 - 2009-07-23 10:07:56 - (Age: 29)

N/A

N/A

737 - 2009-07-23 10:28:00 - (Age:)

grainy video clips of movies as the learning break

grainy, hard to see, boring

738 - 2009-07-27 15:26:57 - (Age: 17)

the games

Because we really didn't need them.

739 - 2009-07-28 10:56:41 - (Age: 17)

The games

They were boring

3. What part of the modules was least valuable? 4. Why was it not

very valuable?

740 - 2009-07-28 17:46:40 - (Age:)

na

na

741 - 2009-07-28 22:52:01 - (Age: 17)

the extra stories

not important

742 - 2009-07-29 00:55:54 - (Age: 16)

The games in between

Wasted time

743 - 2009-07-29 11:35:39 - (Age: 16)

Staying within your means

That has been drilled into me for the last 12 years

744 - 2009-07-29 20:13:24 - (Age: 15)

Nothing

N/A

745 - 2009-07-29 22:38:55 - (Age: 17)

The two minute breaks.

Because I can take a break whenever I want because I'm partaking in FoolProof in an online class. Those who are not probably value the two minute breaks.

746 - 2009-07-30 21:28:59 - (Age: 17)

All of the random stuff stuck in

Because it wasted my time on the site

747 - 2009-07-31 17:12:38 - (Age: 18)

road trip

i learned that topic already

748 - 2009-08-03 02:18:12 - (Age: 16)

the games during the "break" though they were the most fun

Because there's not much point to it

749 - 2009-08-03 15:30:31 - (Age:)

The video's took a long time to download

too long to download, lost interest

750 - 2009-08-05 14:28:46 - (Age: 52)

The stories

751 - 2009-08-07 07:02:16 - (Age: 18)

They were all valuable

752 - 2009-08-08 14:28:32 - (Age: 20)

I would say the games and random videos (at the time they were frustrating because I wanted to just finish the program as quickly as I could), but after finishing the whole thing, I've changed my mind. They seemed pointless but made the program a lot easier to handle, by allowing me to take little mental breaks. I'd say the least valuable part was the section about balancing my checkbook. There was perhaps too much time spent on what should an intuitively obvious concept.

See above.

753 - 2009-08-12 16:55:43 - (Age: na)

Sometimes it was hard to understand, language accents.

754 - 2009-08-17 13:54:14 - (Age:)

too many test questions particularly the long questions to be read and the answers to choose from. reading them one by one is a bore

it is a waste of time to belabor reading all of them, it's so long

755 - 2009-08-18 07:31:07 - (Age:)

Modules 4 and 5 - The extras at the end of the modules... "Junk in the Trunk" and "Boxing Practice". Not the modules themselves.

Too much reading with no audio, video and games. Very good info but very boring and hard to stick with it because of all the reading.

756 - 2009-08-31 09:21:59 - (Age: 16)

The games.

Some of them were not very fun, or relaxing.

757 - 2009-09-01 16:13:20 - (Age: 30)

the videos

758 - 2009-09-05 13:23:46 - (Age: 13)

the games

it didn't teach you anything

759 - 2009-09-07 14:22:41 - (Age: 13)

the games

it didn't teach you anything

3. What part of the modules was least valuable? 4. Why was it not very valuable?

760 - 2009-09-08 10:41:05 - (Age: 17)

probably the spoof of MTV cribs lol

because i didn't learn anything about economics

761 - 2009-09-09 11:02:00 - (Age: 20)

most of it

wat

762 - 2009-09-17 15:49:36 - (Age: 17)

the movie parts

because they just talked and showed a person talking and it would be better if there would be words

763 - 2009-09-18 11:21:21 - (Age: 17)

checking and savings. but thats just cuz i already knew that part about it already

i knew it already haha

764 - 2009-09-19 16:59:19 - (Age: 17)

All the games. I don't care about the games.

It was a time waster and took a while to load on my computer.

765 - 2009-09-21 10:30:54 - (Age: 13)

the games

because i didnt learn anything

766 - 2009-09-21 20:35:29 - (Age: 22)

the games

they were just for fun no learning experince

767 - 2009-09-22 10:55:46 - (Age: 16)

The least valuable part of the modules were the links to other topics....to check more into something. If they wanted us to know it or understand better than they should of had it on the page already.

The music from the certian bands, within the modules.

768 - 2009-09-22 11:07:39 - (Age: 19)

the games

they dont have anything to do with foolproof.

769 - 2009-09-22 11:18:33 - (Age: 17)

i thought it was all pretty helpful

770 - 2009-09-22 11:26:32 - (Age: 17)

I didn't like all of the reading that there was between modules 4-5 and after 5 because they were boring.

They did teach me but I wasn't interested in reading that much and if something isn't fun then I usually don't learn that much.

771 - 2009-09-22 11:32:10 - (Age: 17)

the games

there games?

772 - 2009-09-22 11:44:15 - (Age: 17)

probably the check one,since i dont own checks.

the credit card one,since i do have my own debit card ans want to be careful how to use it.

773 - 2009-09-22 14:48:51 - (Age: 17)

*mostly the clips that did not have much talking on it
because it didn't give out very much information*

774 - 2009-09-22 14:55:11 - (Age: 17)

the very small clips

because there was not enough information in them

775 - 2009-09-22 15:18:23 - (Age: 17)

The part about the road trip

I already knew it

776 - 2009-09-23 11:05:16 - (Age: 17)

The least valuable one was getting a job.

*To me it wasn't valuable because I already know how to get a
job and what they check for.*

777 - 2009-09-23 11:47:57 - (Age: 16)

modules 1 and 3 was not that good

because i didnt like to answer all them questions

778 - 2009-09-24 09:58:10 - (Age: 17)

games

not sure

779 - 2009-09-24 10:50:22 - (Age: 18)

*the ones about phishing and all the internet theft and spams
because i already knew about them.*

the least valuable was the games.

3. What part of the modules was

least valuable? 4. Why was it not very valuable?

780 - 2009-09-24 10:50:29 - (Age: 17)

some of the videos.

some are too long and they can get started getting boring.

781 - 2009-09-24 10:58:10 - (Age: 17)

I don't know..they all helped.

.....

782 - 2009-09-24 10:58:54 - (Age: 17)

i don't know.

i don't know.

783 - 2009-09-24 11:13:15 - (Age: 17)

I don't really know maybe the games.

Because they didn't have anything to do with it.

784 - 2009-09-24 11:14:27 - (Age: 17)

Well The Road Trip One.

i Think The Sucker Punch Module. Because, It Teaches You How To Get Your First Credit Card.

785 - 2009-09-24 11:14:45 - (Age: 17)

I thought it was all very valuable

786 - 2009-09-24 11:30:49 - (Age: 17)

the little games

because it had nothing to do with credit

787 - 2009-09-24 11:40:19 - (Age: 17)

making checks

i knew how to do them

788 - 2009-09-24 11:44:13 - (Age: 17)

this one

cuz i dont like this

789 - 2009-09-24 11:44:16 - (Age: 16)

the last one

i didnt like it it was boring

790 - 2009-09-24 11:46:06 - (Age: 16)

the reading

well it was but there was too much reading to do

791 - 2009-09-24 11:46:35 - (Age: 18)

Checks.

I knew it all already.

792 - 2009-09-24 11:46:52 - (Age: 15)

all the reading there was

because it should have been more videos explaining instead of the reading.

793 - 2009-09-24 11:54:51 - (Age: 15)

none, they were all valuable

it was valuable

794 - 2009-09-24 11:55:54 - (Age: 17)

Its all valuable!

n/a

795 - 2009-09-25 10:00:29 - (Age: 13)

the written things

because in the vidios you could hear, and see the example that was bieng given!

796 - 2009-09-25 10:20:30 - (Age: 14)

to me they were all very valuable.

there was no reason, they all helped me in many ways.

797 - 2009-09-25 12:02:16 - (Age: 16)

none

n/a

798 - 2009-09-25 12:12:18 - (Age: 17)

nothing.

:)

799 - 2009-09-28 10:42:05 - (Age: 13)

proolly the games

they were fun but didnt teach

3. What part of the modules was least valuable? 4. Why was it not very valuabe?

800 - 2009-09-28 10:48:45 - (Age: 13)

Nothing was invaluable.

-

801 - 2009-09-28 13:09:32 - (Age: 17)

credit cards

i am not getting one

802 - 2009-09-29 00:12:47 - (Age: 13)

The parts of the modules that were least valuable were the parts that just told you things.

Ya it gives you the answer but it is a little hard to understand what they are trying to say.

803 - 2009-09-29 09:10:00 - (Age: 14)

3

it just wasn't..sorrrrry!

804 - 2009-09-29 09:58:57 - (Age: 13)

N/A

N/A

805 - 2009-09-29 10:01:26 - (Age: 13)

The videos got annoying quick.

It just wasn't fun.

806 - 2009-09-29 10:14:03 - (Age: 14)

?

?

807 - 2009-09-29 10:17:08 - (Age: 13)

N/A

N/A

808 - 2009-09-29 10:19:23 - (Age: 14)

least valuable umm... im not sure

im not really sure

809 - 2009-09-29 10:45:16 - (Age: 55)

nothing

nothing

810 - 2009-09-30 09:29:17 - (Age: 14)

ATM cards

I already knew about them

811 - 2009-09-30 10:21:07 - (Age: 13)

it was all valuable

812 - 2009-09-30 10:48:23 - (Age: 13)

everything was important

813 - 2009-09-30 16:03:02 - (Age: 17)

none

cause it taught me how to get my credit score good

814 - 2009-09-30 18:03:25 - (Age: 16)

Anything I already knew or could easily guess at, i.e., almost all of it.

Because it was repetitive, annoying, and bland? How would you like to be taught the same class over and over again?

815 - 2009-09-30 18:17:24 - (Age: 14)

lots of things

i did not think it was fun

816 - 2009-09-30 21:29:02 - (Age: 17)

The game breaks and music videos. I didn't bother to watch 'em.

The modules were pretty time consuming, and throwing in a game or music vid. made it seem to drag on even longer.

817 - 2009-10-01 08:23:00 - (Age: 15)

none!!!!!!!!!!!!

nothing was not vary valuable because i luned a lot about this.

818 - 2009-10-01 08:25:49 - (Age: 14)

games.

...'cause it was a game. they were fun, though.

819 - 2009-10-01 08:32:02 - (Age: 13)

it all helped.

none.

3. What part of the modules was least valuable? 4. Why was it not very valuable?

820 - 2009-10-01 08:40:41 - (Age: 14)

there wasnt one.

...

821 - 2009-10-01 08:42:32 - (Age: 14)

Nothing

nothing

822 - 2009-10-01 08:54:41 - (Age: 15)

the tests were hard

i got alot of questions wrong

823 - 2009-10-01 09:01:37 - (Age: 14)

I think that all the videos were a bit unnecessary , a couple would have been good , but I think that the people were too overran with so many .

There were alot , and it got a bit confusing .

824 - 2009-10-01 10:40:28 - (Age: 14)

none

none

825 - 2009-10-02 08:24:31 - (Age: 15)

the tests

they were hard

826 - 2009-10-02 08:31:39 - (Age: 14)

to tell us about saving money

because some people dont listen

827 - 2009-10-02 08:32:48 - (Age: 14)

Atm cards.

I already knew about them.

828 - 2009-10-02 08:46:33 - (Age: 14)

nothing really .

???????

829 - 2009-10-02 11:29:34 - (Age: 16)

the short games and videos

boring

830 - 2009-10-05 09:18:55 - (Age: 17)

Nothing really but they were somewhat long.

Nothing.

831 - 2009-10-05 09:39:22 - (Age: 17)

All of it was valuable.

All of it was valuable because it educated me on how to use my money successfully and properly.

832 - 2009-10-05 09:39:25 - (Age: 17)

the games

just a break if they get bored they can get off of it but so much info.

833 - 2009-10-05 10:24:41 - (Age: 18)

The least valuable parts of the modules was all of the modules.

What was not very valuable was the whole entire proses of doing the modules.

834 - 2009-10-06 12:58:09 - (Age: 17)

the games

they wasted time

835 - 2009-10-07 09:36:43 - (Age: 17)

paying on time (already known)

i already knew this

836 - 2009-10-07 13:05:44 - (Age: 17)

None of them were, they summed it up pretty well in each

module.

sometimes it would be confusing.

837 - 2009-10-07 13:46:14 - (Age: 13)

all the writing.

it was boring and hard to follow.

838 - 2009-10-07 13:49:16 - (Age: 13)

a lot of writing and confusing links

confusing links

839 - 2009-10-08 22:16:48 - (Age: 17)

the break time

I would rather just go through the info.

3. What part of the modules was least valuable? 4. Why was it not very valuable?

840 - 2009-10-09 15:19:47 - (Age:)

some of the information about the credit report was not accurate (when late items are reported to agencies),

841 - 2009-10-11 10:31:50 - (Age: 20)

I didn't really like the random breaks and some of the movies were really cheesy. ;)

I didn't feel like I needed a break because I would just stop and start when I wanted to.

842 - 2009-10-12 19:20:39 - (Age: 18)

I found all of the modules to have some sort of useful

information.

NA

843 - 2009-10-12 19:53:58 - (Age: 18)

The videos

the Video and the text were redundant, I learn better by reading

844 - 2009-10-13 01:15:40 - (Age: 19)

tidk

idk

845 - 2009-10-13 09:04:12 - (Age: 17)

the random stories about people even though they were kind of entertaining

i really didn't learn as much from the stories as i did from the actual information provided

846 - 2009-10-13 09:15:53 - (Age: 15)

everything was valuable on the modules

847 - 2009-10-13 09:56:43 - (Age: 17)

I think it was all valuable.

It was!

848 - 2009-10-13 10:41:27 - (Age: 13)

there wasent a module that was least valuable.

see question 3.

849 - 2009-10-13 10:45:39 - (Age: 14)

nothing

nothing

850 - 2009-10-13 13:42:47 - (Age: 17)

Not sure all were helpful

N/A

851 - 2009-10-14 11:25:18 - (Age: 17)

The part about the check writing.

Because everyone already knows how to write a check, and if you don't, you probably aren't smart enough to go to foolproof anyway, so it would be pointless.

852 - 2009-10-15 10:01:50 - (Age: 15)

The two minute fame breaks

the games did not have much to do with the material we were learning about

853 - 2009-10-16 08:44:02 - (Age: 15)

All of them.

Because i learned it in fifth grade. Get with the times.

854 - 2009-10-16 08:46:40 - (Age: 16)

Too many to list

Already knew most of it from school

855 - 2009-10-16 08:52:44 - (Age: 17)

first one.

didnt say to much.

856 - 2009-10-16 09:38:27 - (Age: 18)

the video

because I have taken so many classes on credit

857 - 2009-10-18 19:39:06 - (Age: 14)

*the questions i felt some of them were trick
trick questions*

858 - 2009-10-19 08:22:12 - (Age: 17)

*I dont know
i dont know*

859 - 2009-10-19 08:23:27 - (Age: 16)

*the videos
because i was bored and couldnt pay attention*

**3. What part of the modules was
least valuable? 4. Why was it not
very valuable?**

860 - 2009-10-19 08:43:50 - (Age: 17)

*none of it.
i didn't pick one i learned alot*

861 - 2009-10-19 08:46:02 - (Age: 15)

*Nothing
...*

862 - 2009-10-19 08:49:45 - (Age: 17)

*the checking account module
i already knew the information*

863 - 2009-10-19 09:01:09 - (Age: 16)

no

no

864 - 2009-10-19 10:16:43 - (Age: 17)

*the part where they talk about paying your bills on time
cause i all ready knew all that stuff*

865 - 2009-10-19 10:28:58 - (Age: 16)

module 1

i didnt really understand it

866 - 2009-10-19 10:29:15 - (Age: 17)

the games

waisted time

867 - 2009-10-19 10:38:34 - (Age: 17)

I felt like some of it was very repetitive and drug out

I just felt like it was the same things I had just learned

868 - 2009-10-19 10:44:01 - (Age: 16)

Everything that you had to read and the checks you had to type out.

It just wasted time.

869 - 2009-10-19 16:26:55 - (Age: 19)

most of it

i already know it

870 - 2009-10-19 18:12:13 - (Age: 24)

Video

no sound

871 - 2009-10-20 08:11:06 - (Age: 17)

The first module

Just common sense stuff

872 - 2009-10-20 08:20:07 - (Age: 15)

none

none

873 - 2009-10-20 08:22:42 - (Age: 18)

the games.

they were just for fun

874 - 2009-10-20 08:29:10 - (Age: 17)

the videos

they were pointless

875 - 2009-10-20 08:30:31 - (Age: 17)

it was all valuable

876 - 2009-10-20 08:30:47 - (Age: 16)

the cuker punch

some of the scams were obvious

877 - 2009-10-20 09:08:18 - (Age: 15)

text

i dont like to read

878 - 2009-10-20 09:08:28 - (Age: 16)

checking accounts

i already know about checking accounts i have one

879 - 2009-10-20 09:37:41 - (Age: 17)

some of the games

not necessary

3. What part of the modules was least valuable? 4. Why was it not very valuable?

880 - 2009-10-20 10:14:00 - (Age: 18)

games

didn't learn anything

881 - 2009-10-20 10:20:03 - (Age: 15)

all of it was valuable

all of it was valuable

882 - 2009-10-20 10:26:29 - (Age: 17)

The least valuable was how to write a check

The reason why it was the least valuable because I already knew how to write checks.

883 - 2009-10-20 10:36:10 - (Age: 16)

the games.

didn't help me

884 - 2009-10-20 10:46:52 - (Age: 16)

All of it.

Everything was not valuable

885 - 2009-10-20 10:50:07 - (Age: 17)

none

...

886 - 2009-10-20 14:05:40 - (Age:)

Silly Stuff

Silly Stuff

887 - 2009-10-21 09:47:41 - (Age: 18)

none

it was not

888 - 2009-10-21 10:08:14 - (Age: 18)

none

i dont know

889 - 2009-10-21 17:54:43 - (Age: 17)

It was all valuable

890 - 2009-10-22 08:34:38 - (Age: 17)

random videos

it was useless

891 - 2009-10-22 08:53:20 - (Age: 15)

nothing

892 - 2009-10-22 09:04:46 - (Age: 15)

nothing.

893 - 2009-10-22 10:05:55 - (Age: 18)

*the last skills was all review or stuff i already knew
i knew some of the stuff*

894 - 2009-10-22 10:25:47 - (Age: 18)

None.

It was valuable.

895 - 2009-10-22 10:26:23 - (Age: 17)

the games

becuz it didnt teach anything

896 - 2009-10-22 10:36:22 - (Age: 17)

this one

no reason to do it

897 - 2009-10-22 10:48:45 - (Age: 17)

All of it

nothing

898 - 2009-10-22 10:50:02 - (Age: 17)

nothig

n/a

899 - 2009-10-22 23:10:22 - (Age: 16)

games

**3. What part of the modules was
least valuable? 4. Why was it not
very valuable?**

900 - 2009-10-23 00:02:02 - (Age: 17)

none

901 - 2009-10-23 10:34:40 - (Age: 17)

I don't think all parts in the modules were least important. They really teach me on things that we need to know such as the credit card.

None.

902 - 2009-10-27 09:15:17 - (Age: 17)

all the reading :)

It's boring and causes people to lose interest faster.

903 - 2009-10-27 13:26:18 - (Age: 17)

Road trip.

Wasn't needed.

904 - 2009-10-28 09:36:22 - (Age: 16)

the info

i already know it

905 - 2009-10-28 11:54:30 - (Age:)

It was all valuable except the games.

Because I got nothing out of it. Thy are just games.

906 - 2009-10-28 17:46:27 - (Age: 17)

Um, i wont lie i actually learned alot from Fool Proof. and i just want to say keep up the good work i think more people will learn from it.

907 - 2009-10-29 22:34:11 - (Age: 16)

for me the directions on writing safe checks and reconciling statements

'cause we went over that in class

908 - 2009-10-30 11:49:09 - (Age: 17)

dont niw

dont now

909 - 2009-10-31 16:30:43 - (Age: 16)

random music (it wasn't that bad though)

i just preferred not to listen to it.

910 - 2009-10-31 16:33:22 - (Age: 16)

the games

they were games

911 - 2009-11-01 15:56:33 - (Age: 16)

Information about what to do before getting my first checking account.

I already got my first checking account.

912 - 2009-11-01 21:56:01 - (Age: 17)

the first one

It was common sense information that i already knew

913 - 2009-11-02 12:13:55 - (Age: 15)

all the reading i get bored with reading

because it hurts my eyes, boring to read.

914 - 2009-11-03 18:00:55 - (Age: 17)

the actors. i will not hire them

it just didn't seem very realistic

915 - 2009-11-04 07:39:39 - (Age: 15)

It was all valuable

Like i said, it was valuable

916 - 2009-11-04 07:40:16 - (Age: 16)

I think they were all valuable.

See question 3.

917 - 2009-11-04 10:20:16 - (Age: 17)

the games

distracting

918 - 2009-11-04 10:23:07 - (Age: 12)

buying your first set of wheels.

a car is kind of a extra because you can ride a bike or walk or take bus.

919 - 2009-11-04 10:34:03 - (Age: 17)

i dont know

3. What part of the modules was least valuable? 4. Why was it not very valuable?

920 - 2009-11-04 11:25:44 - (Age: 15)

everything was valuable to me. i think we should all learn how to handle our money

number 3 explains it

921 - 2009-11-04 11:32:12 - (Age: 17)

Nothing

nothing

922 - 2009-11-04 12:01:29 - (Age: 17)

credit card companys are tricky

i know it already

923 - 2009-11-04 12:15:41 - (Age: 18)

ceidit card companys are tirck

i know they are

924 - 2009-11-04 14:07:29 - (Age: 27)

I found everything to be informative and a refresher

n/a

925 - 2009-11-04 17:53:17 - (Age: 12)

how to do the checking account

it's not something I am going to use

926 - 2009-11-04 17:56:47 - (Age: 12)

checking account

i'm not going to ujse it

927 - 2009-11-05 09:55:54 - (Age: 16)

sucker punch

i felt like i had already learned it.

928 - 2009-11-05 10:03:57 - (Age: 18)

everything was important

929 - 2009-11-05 10:28:33 - (Age: 15)

don't know

930 - 2009-11-05 12:08:13 - (Age:)

?

?

931 - 2009-11-05 13:44:33 - (Age: 17)

Not Sure

not sure

932 - 2009-11-06 09:23:08 - (Age: 12)

Balancing your checkbook.

I do not want a checkbook and I am not going to use one.

933 - 2009-11-06 13:01:05 - (Age: 16)

the interest part i already knew about it though

i already knew about it from my parents

934 - 2009-11-06 13:05:49 - (Age: 16)

Some of the videos.

Some were just for fun and falling off topic.

935 - 2009-11-06 13:30:11 - (Age: 17)

none

936 - 2009-11-06 17:02:04 - (Age: 16)

no parts

no parts

937 - 2009-11-08 22:11:10 - (Age: 18)

What are you kidding me??? everything was valuable...I mean EVERYTHING...

It was pretty valuable to me..even my parents are impressed with my new money lingo.

938 - 2009-11-09 07:48:16 - (Age: 16)

some of the extra stuff such as the band information and random off-topic videos.

it had nothing to do with the program.

939 - 2009-11-09 10:51:33 - (Age: 17)

i dont think any information in here is invaluable all the information is necessary for a good financial life

3. What part of the modules was least valuable? 4. Why was it not very valuable?

940 - 2009-11-09 11:43:34 - (Age: 15)

all was good and usable

they were valuable

941 - 2009-11-09 12:06:33 - (Age: 16)

readings

hard to pay attention to

942 - 2009-11-10 08:49:46 - (Age: 13)

the games

because they were fun

943 - 2009-11-10 10:01:49 - (Age: 17)

Telling me that I was in control of my money.

Too repetative, I got it the first couple times.

944 - 2009-11-10 11:15:13 - (Age: 15)

games

it was there for fun

945 - 2009-11-10 11:26:41 - (Age: 17)

I thought some of the videos were pointless, like the music for example.

Does there really need to be music on a credit site?!

946 - 2009-11-10 11:30:45 - (Age: 18)

the videos.

it was boring.

947 - 2009-11-10 11:31:09 - (Age: 15)

It was all very valuable information.

948 - 2009-11-10 12:03:04 - (Age: 17)

the games

because it didn't teach me anything

949 - 2009-11-10 13:00:14 - (Age: 17)

they were all good

All was great

950 - 2009-11-10 13:03:47 - (Age: 17)

most of it

951 - 2009-11-10 13:09:55 - (Age: 17)

all was good.

all was good.

952 - 2009-11-10 13:35:24 - (Age: 16)

Games.

Doesn't teach.

953 - 2009-11-10 20:01:52 - (Age: 12)

some of the videos... to me

Because some of the videos had me bored and i was thinking about everything else.. to be honest. sometimes in a couple i was thinking about the other things so much that i wasnt paying attention.

954 - 2009-11-11 10:54:20 - (Age: 17)

the games. but they helped keep my mind on what i was doing.

955 - 2009-11-11 10:59:06 - (Age: 17)

checkbooking

already learned it

956 - 2009-11-11 11:01:04 - (Age: 17)

Checks

Not too many people use checks now a days, and i already knew how to do this.

957 - 2009-11-11 11:01:29 - (Age: 18)

i don't know, it was all good.

-

958 - 2009-11-11 11:06:19 - (Age: 17)

sith ekil si it enhw epyt to darh is ti

:(

959 - 2009-11-11 11:07:33 - (Age: 17)

the one where it told me not to open my e mail that i don't know

3. What part of the modules was least valuable? 4. Why was it not very valuable?

960 - 2009-11-11 11:24:53 - (Age: 18)

all of it was valuable. the games I guess

they were pointless

961 - 2009-11-11 11:25:12 - (Age: 18)

all of it was valuable. the games I guess

they were pointless

962 - 2009-11-11 11:29:16 - (Age: 17)

music videos and video games

just not useful

963 - 2009-11-11 11:31:42 - (Age: 17)

Some of the videos

Some of them were repeats of the things that I had just read and were a bit of a time waster.

964 - 2009-11-11 11:41:24 - (Age: 14)

all of it

i dont care

965 - 2009-11-11 11:45:00 - (Age: 14)

All of them.

it was boring, and a waste of time.

966 - 2009-11-11 12:50:28 - (Age: 18)

the annoying games i sucked at

ha.

967 - 2009-11-12 08:40:34 - (Age: 17)

Nothing they were very helpful to me

everything was good to learn about things

968 - 2009-11-12 11:21:12 - (Age: 18)

The people from different countries. I'd rather listen to people who spoke English.

Because it annoyed me and distracted me.

969 - 2009-11-12 11:26:26 - (Age: 17)

no

no

970 - 2009-11-12 11:30:29 - (Age: 17)

sweet

nice

971 - 2009-11-12 11:33:48 - (Age: 18)

the games becuse they were just for fun

becuse they were games

972 - 2009-11-12 12:03:40 - (Age: 16)

nothing.

n/a.

973 - 2009-11-12 12:38:18 - (Age: 18)

None, they all were very valuable.

None!

974 - 2009-11-13 08:02:33 - (Age: 17)

I think all the information in FoolProof was valuable.

N/A

975 - 2009-11-13 09:00:55 - (Age: 16)

stuff about atms. i've used them for awhile and know alot about it.

I know alot about it already.

976 - 2009-11-13 10:49:34 - (Age: 17)

the games

they had nothing to do with the modules

977 - 2009-11-13 10:52:06 - (Age: 18)

the check book part

because it could have had more info

978 - 2009-11-13 11:06:38 - (Age: 14)

I thought everything was valuable.

979 - 2009-11-13 11:06:59 - (Age: 18)

The videos that had absolutely nothing to do with the module.

Because it was irrelevant to the topic at hand.

3. What part of the modules was least valuable? 4. Why was it not very valuable?

980 - 2009-11-13 11:07:07 - (Age: 14)

I didn't find a part that was least valuable.

981 - 2009-11-13 11:21:25 - (Age: 12)

some of the videos.

Because some of the things that they were saying was confusing and i kinda got bored during some of the long videos.

982 - 2009-11-13 11:32:41 - (Age: 15)

the credit card part

because i all ready new stuff about it

983 - 2009-11-13 11:35:10 - (Age: 15)

everything was very valuable

it was valuable

984 - 2009-11-13 11:35:15 - (Age: 14)

The sucker punch.

Didn't understand it.

985 - 2009-11-13 11:37:24 - (Age: 15)

the games but they were fun.

their games.

986 - 2009-11-13 11:55:40 - (Age: 15)

none

i just said no smart one.

987 - 2009-11-13 13:54:25 - (Age: 16)

Nothing

988 - 2009-11-13 13:56:52 - (Age: 16)

The games

waste of time

989 - 2009-11-13 19:58:45 - (Age: 17)

The videos.

None of them spoke english well enoght for me to understand them.

990 - 2009-11-15 10:22:22 - (Age: 18)

The games were the least valuable but they were enjoyable.

It didn't relate to credit but it was fun to have a little break once in a while.

991 - 2009-11-15 21:37:43 - (Age: 14)

Nothing

Everything Was Valuable, Great Job.

992 - 2009-11-16 09:23:10 - (Age: 17)

Check writing

It wasnt very valuable because I already knew about check writing.

993 - 2009-11-16 11:22:05 - (Age: 17)

credit cards

boring

994 - 2009-11-16 11:26:49 - (Age: 18)

Getting your own pad.

Does not really have to do about saving and spending.

995 - 2009-11-16 11:27:23 - (Age: 18)

games

games

996 - 2009-11-16 11:32:03 - (Age: 17)

game

game

997 - 2009-11-16 11:33:14 - (Age: 17)

game

game

998 - 2009-11-16 11:38:57 - (Age: 17)

idk

i already knew about it

999 - 2009-11-16 11:58:40 - (Age: 17)

there was a lot of reading

just too much

3. What part of the modules was least valuable? 4. Why was it not very valuable?

1000 - 2009-11-17 00:08:20 - (Age: 18)

cribs part and some modules were long

it had nothing to do with the modules and the life lessons.

1001 - 2009-11-17 09:01:24 - (Age: 17)

the games

they werent necessary

1002 - 2009-11-17 11:30:19 - (Age: 14)

The writing 5 checks was invaluable.

They were too redundant. I understood the concept after check 2.

1003 - 2009-11-17 12:19:31 - (Age: 14)

None

1004 - 2009-11-17 15:26:19 - (Age: y)

idk

idk

1005 - 2009-11-17 15:28:59 - (Age: 15)

all the testing

it is not very sireass.

1006 - 2009-11-17 15:32:02 - (Age: 15)

testing!

testing!

1007 - 2009-11-17 15:33:17 - (Age: 15)

idk

idk

1008 - 2009-11-17 18:04:11 - (Age: 17)

The cribs part was least valuable because it had nothing to do with the other modules.

Because it had nothing to do with the other modules.

1009 - 2009-11-18 09:31:29 - (Age: 17)

nothing

...

1010 - 2009-11-18 09:48:36 - (Age: 16)

the length of them.

too long.

1011 - 2009-11-18 09:50:08 - (Age: 17)

the games

it wasted time

1012 - 2009-11-18 09:51:26 - (Age: 16)

i dont know

no answer

1013 - 2009-11-18 10:02:41 - (Age: 14)

Number 5

Number 5

1014 - 2009-11-18 10:22:15 - (Age: 15)

the scams

cause everyone knows that

1015 - 2009-11-18 11:12:12 - (Age: 16)

Balancing The Checkbook

Cause I know how to do that already yo

1016 - 2009-11-18 12:33:54 - (Age: 14)

The bands that they played

It did not have very much to do with credit

1017 - 2009-11-18 13:37:29 - (Age: 16)

test

i waste of time

1018 - 2009-11-18 13:59:58 - (Age: 15)

The games.

Because it doesnt help us learn. Sure they give us a break but the videos are fun too, I think.

1019 - 2009-11-18 14:01:14 - (Age: 15)

I am from holland, isnt that vwierd

i dont care, and yeah its vwierd

3. What part of the modules was least valuable? 4. Why was it not very valuable?

1020 - 2009-11-18 15:10:32 - (Age: 16)

the reading

cause to much info

1021 - 2009-11-18 15:22:58 - (Age: 17)

I think it was all important to an extent.

1022 - 2009-11-19 07:06:37 - (Age: 17)

the games

they didnt teach anything

1023 - 2009-11-19 07:31:42 - (Age: 17)

n/a

n/a

1024 - 2009-11-19 07:31:49 - (Age: 17)

Some of the videos were not valuable.

The reason is because some videos had no information they just were there to try and keep us focused, or they were there to fill up space.

1025 - 2009-11-19 09:05:00 - (Age: 17)

The videos although some did help.

It wasn't that interesting.

1026 - 2009-11-19 09:14:05 - (Age: 19)

i dont know it was all good

i dont know it was all good

1027 - 2009-11-19 10:10:05 - (Age: 15)

credit cards

Atm cards

1028 - 2009-11-19 11:16:08 - (Age: 16)

n/a

n/a

1029 - 2009-11-19 11:17:00 - (Age: 14)

Sometimes it would repeat things over and over.

It was overall very valuable because I learned a lot.

1030 - 2009-11-19 15:28:59 - (Age: 14)

I didn't really like the animated books, i thought that there should have been a an option of listening or reading. Sometimes it could be distracting

It was not valuable because i was reading at a different speed than the the speaker

1031 - 2009-11-19 15:29:42 - (Age: 15)

the game parts

all the games cause they kinda taught you but not really

1032 - 2009-11-19 15:43:29 - (Age: 15)

the random games that sucked

because they were stupid it would have been better if the games were better.

1033 - 2009-11-19 15:48:45 - (Age: 15)

4

Because i don't have an account yet.

1034 - 2009-11-19 15:50:18 - (Age: 14)

4

because i don't have money to keep safe yet

1035 - 2009-11-19 15:51:15 - (Age: 15)

4

Because I felt like it was very boring.

1036 - 2009-11-19 16:05:30 - (Age:)

The links.

It didn't help on the test questions

1037 - 2009-11-19 16:10:13 - (Age: 16)

Moduel 3

Because it was kind of like common scense

1038 - 2009-11-19 16:38:26 - (Age: 16)

all of it was dec.

1039 - 2009-11-19 17:46:53 - (Age: 15)

Some of the fun affects were slow.

Took more time to get through the modules

3. What part of the modules was least valuable? 4. Why was it not very valuabe?

1040 - 2009-11-19 19:21:59 - (Age: 14)

none

n/a

1041 - 2009-11-19 20:13:34 - (Age: 15)

Everything helped.

(BLANK)

1042 - 2009-11-19 20:23:31 - (Age: 17)

games

it didnt say anything about credit cards

1043 - 2009-11-20 08:53:03 - (Age: 17)

Games

Not important

1044 - 2009-11-20 09:02:40 - (Age: 17)

Games

Unnecessary

1045 - 2009-11-20 09:13:45 - (Age: 17)

the videos.

half the time, i was distracted by what person was doing opposed to what he was saying.

1046 - 2009-11-20 10:12:04 - (Age: 16)

all of it

cuz ik all of this

1047 - 2009-11-20 10:18:55 - (Age: 14)

skills

because their was no test

1048 - 2009-11-20 10:20:05 - (Age: 16)

It was all pretty useful.

1049 - 2009-11-20 10:31:13 - (Age: 16)

module 3

module 5

1050 - 2009-11-20 11:00:24 - (Age: 15)

nothing really

1051 - 2009-11-20 11:05:05 - (Age: 17)

The least valuable was probably the first modules.

I what not very valuable because I really did not learn very much about that module.

1052 - 2009-11-20 11:09:43 - (Age: 16)

the music videos

no point at all

1053 - 2009-11-20 11:20:01 - (Age: 17)

Nothing really.

1054 - 2009-11-20 13:12:54 - (Age: 17)

learning about the scams

it had the games and to much reading

1055 - 2009-11-20 16:08:45 - (Age: 14)

I maybe didn't like all the reading, maybe have some more videos.

Videos are more interesting and help me follow everything better.

1056 - 2009-11-21 21:01:34 - (Age: 15)

Module two, just because I don't remember it.

1057 - 2009-11-22 12:09:49 - (Age: 15)

The free music and games.

Waste of time. It wasn't necessary.

1058 - 2009-11-22 13:09:36 - (Age: 15)

module 5

because it was all common sense.

1059 - 2009-11-22 13:17:40 - (Age: 14)

The videos.

They took a long time to get through.

3. What part of the modules was least valuable? 4. Why was it not very valuable?

1060 - 2009-11-22 13:21:50 - (Age: 15)

For me, there really wasn't that much unvaluable information but some things about credit cards.

It wasn't valuable because I already knew a bit about them and that you have to read the fine print and things like that, so it was repetitive a bit, but still good to go over.

1061 - 2009-11-22 15:29:01 - (Age: no)

?

?

1062 - 2009-11-22 15:39:58 - (Age: 14)

None.

N/A

1063 - 2009-11-22 15:47:37 - (Age: 14)

Not sure.

IDK.

1064 - 2009-11-22 15:58:25 - (Age: 14)

The videos

It just was not needed really, and I did not understand half of the things that they were talking about in the videos. Not very realtable.

1065 - 2009-11-22 18:52:40 - (Age: 14)

the games

because they dont mean anything to the mudule

1066 - 2009-11-22 19:53:24 - (Age: 16)

I thought that the paragraphs were too long and there was too much information

It was hard at parts to read all of the information and to learn from it

1067 - 2009-11-22 20:07:44 - (Age: 14)

I dont know.

1068 - 2009-11-22 21:09:13 - (Age: 15)

The games.

it took to long.

1069 - 2009-11-22 22:02:19 - (Age: 14)

vidoe

writing out a check

1070 - 2009-11-22 23:59:13 - (Age: 17)

the games

they're games...

1071 - 2009-11-23 08:09:36 - (Age: 14)

the reading

wasn't interesting

1072 - 2009-11-23 08:11:57 - (Age: 15)

The game breaks and the music even though the music was very good.

I didn't learn anything from them.

1073 - 2009-11-23 08:13:13 - (Age: 14)

the reading

not interesting

1074 - 2009-11-23 08:19:09 - (Age: 14)

the test

i dont like they way they were worded

1075 - 2009-11-23 08:24:21 - (Age: 15)

all of the reading repeated the same concepts over and over

it was a waste of my time reading the same thing over and over

1076 - 2009-11-23 08:30:06 - (Age: 14)

the tests

because you shouldn't have to take a test on a module

1077 - 2009-11-23 08:37:08 - (Age: 14)

the test

because there was no point on it.

1078 - 2009-11-23 08:40:34 - (Age: 15)

Playing the games

Nothing

1079 - 2009-11-23 08:44:18 - (Age: 19)

idk i didnt like all the reading i had to do..

because i dont like to read

3. What part of the modules was least valuable? 4. Why was it not very valuable?

1080 - 2009-11-23 08:44:33 - (Age: 15)

The writing checks

Module 2

1081 - 2009-11-23 08:51:41 - (Age: 18)

the corny videos

distracting

1082 - 2009-11-23 12:28:02 - (Age: 15)

games

not cool

1083 - 2009-11-23 12:37:34 - (Age: 14)

the reading stuff.

cause there was alot to read.

1084 - 2009-11-23 12:43:29 - (Age: 14)

All the Questions!

not too sure

1085 - 2009-11-23 12:45:10 - (Age: 16)

The games

Waste time

1086 - 2009-11-23 12:48:12 - (Age: 14)

Reading the long stories.

Because it was hard to read through them on the computerr.

1087 - 2009-11-23 12:49:56 - (Age: 15)

Reading the longer stories.

Because it got a little boring. The shorter ones were easier for me to understand.

1088 - 2009-11-23 12:53:30 - (Age: 16)

The many breaks through the modules.

Makes kids just want to get to the game and not pay attention to the modules' information.

1089 - 2009-11-23 12:57:40 - (Age: 14)

the amount of time it takes

not really anything

1090 - 2009-11-23 13:17:50 - (Age: 15)

the lenght of the moduals

because they took a long time

1091 - 2009-11-23 14:47:43 - (Age: 15)

None. All of them were valuable in some way

1092 - 2009-11-23 15:49:04 - (Age: 16)

Games.

I skipped over them, they were irrelevant.

1093 - 2009-11-23 16:09:02 - (Age: 15)

They were very long modules, so that made it not very interesting to just keep reading.

They weren't that interesting and some of them made it hard to follow along.

1094 - 2009-11-23 17:02:03 - (Age: 14)

Everything was valuable.

Everything was valuable.

1095 - 2009-11-23 17:02:07 - (Age: 16)

The games.

They weren't very fun.

1096 - 2009-11-23 17:29:15 - (Age: 15)

The parts where it was all text.

It was harder to read, and more boring.

1097 - 2009-11-23 18:21:26 - (Age: 14)

Some of the videos werent needed.

there was really no point.

1098 - 2009-11-23 18:47:46 - (Age: 14)

car one

just not as important as others

1099 - 2009-11-23 19:22:19 - (Age: 15)

The stretch of power points without breaks

No it was very valuable thanks guys!

3. What part of the modules was least valuable? 4. Why was it not very valuable?

1100 - 2009-11-23 19:25:25 - (Age: 15)

nothing

nothing

1101 - 2009-11-23 19:28:40 - (Age: 14)

Some of the videos.

Picture quality in the videos.

1102 - 2009-11-23 19:36:22 - (Age: 15)

The credit bureaus.

No point.

1103 - 2009-11-23 20:38:30 - (Age: 15)

I don't know. It was all pretty valuable.

I don't know. It was all pretty valuable.

1104 - 2009-11-23 21:03:11 - (Age: 14)

the tests.

becuase i dont think they help thats not.

1105 - 2009-11-24 08:14:45 - (Age: 14)

the long stories about what happened with other people.

because it was not interesting and i would rather just learn about it then hear about other people. and it was very boring.

1106 - 2009-11-24 08:15:23 - (Age: 14)

The real stories about other people.

Because they made it boring. I would rather listen to a video, then read a story.

1107 - 2009-11-24 08:27:17 - (Age: 17)

none

n/a

1108 - 2009-11-24 08:28:21 - (Age: 21)

they are way to long

1dk

1109 - 2009-11-24 08:40:42 - (Age: 14)

the one about credit cards

1110 - 2009-11-24 08:40:46 - (Age: 14)

the one about credit cards

1111 - 2009-11-24 08:55:00 - (Age: 17)

the games

no point just there for fun

1112 - 2009-11-24 10:02:10 - (Age: 14)

All of it was valuable

None

1113 - 2009-11-24 11:20:40 - (Age: 14)

none

none

1114 - 2009-11-24 11:27:10 - (Age: 14)

module 2

didnt understand it good

1115 - 2009-11-24 12:01:48 - (Age: 14)

games

they didnt teach you anything

1116 - 2009-11-24 13:32:13 - (Age: 16)

None.

It was valuable.

1117 - 2009-11-24 14:45:15 - (Age: 18)

none

all of them

1118 - 2009-11-24 18:00:13 - (Age: 15)

Games

Just a waste of time

1119 - 2009-11-24 18:34:50 - (Age: 15)

it was all important

i was all important

3. What part of the modules was least valuable? 4. Why was it not very valuable?

1120 - 2009-11-24 18:41:44 - (Age: 16)

I am a very slow reader, and a bit of the reading was boring.

The information in some was good, it would just be easier to have it all be clips/vocal recordings.

1121 - 2009-11-24 19:40:55 - (Age: 14)

I would say 1.

Because we didnt know anything to start.

1122 - 2009-11-24 20:16:23 - (Age: 15)

Writing checks.

I had already knew how to do it.

1123 - 2009-11-24 21:49:50 - (Age: 15)

nothing

it was valuable

1124 - 2009-11-25 07:18:27 - (Age: 17)

The fact that they used the same people over and over. Also the fact that they kept repeating the same information in each module.

I kept getting bored of all the people there and then the information kept repeating throughtout the modules.

1125 - 2009-11-25 07:22:46 - (Age: 17)

The thing that was not valuable was the games but still I glad they were there because they gave me the opportunity to rest. I really felt that all the information involved in foolproof was knowledge and can help many

It wasn't valuable because there was nothing learned but it was break time so that's the purpose so they served their purpose well

1126 - 2009-11-25 08:19:23 - (Age: 14)

none

idk

1127 - 2009-11-25 08:27:06 - (Age: 27)

five

it already mentioned all the stuff earlier

1128 - 2009-11-25 08:27:16 - (Age: 13)

the parts about the road trip

it's not that common here

1129 - 2009-11-25 08:28:03 - (Age: 15)

the extra music

it has nothing to do with anything

1130 - 2009-11-25 09:02:13 - (Age: 15)

none of it

the info on credit cards

1131 - 2009-11-25 10:49:40 - (Age: 69)

None.

it wasn't because it wasn't

1132 - 2009-11-25 11:48:42 - (Age: 32)

The chicken game... just kidding...

It was hard to focus because I was laughing

1133 - 2009-11-25 11:58:27 - (Age: 14)

Nothing

It wasn't

1134 - 2009-11-25 12:29:11 - (Age: 16)

Games and videos

I didn't watch them. they were time consuming

1135 - 2009-11-25 12:29:59 - (Age: 16)

games

pointless

1136 - 2009-11-25 12:38:27 - (Age: 15)

it was all pretty valuable

1137 - 2009-11-25 13:00:32 - (Age: 14)

the tests at the end

because most of them were repeated in the test

1138 - 2009-11-25 13:07:13 - (Age: 15)

the games

didn't teach much

1139 - 2009-11-25 13:08:33 - (Age: 17)

idk

idk

3. What part of the modules was least valuable? 4. Why was it not very valuable?

1140 - 2009-11-25 13:40:13 - (Age: 14)

Probably the part about the checking accounts.

Just because it wasn't a big part of what we learned, but still important.

1141 - 2009-11-25 13:48:57 - (Age: 15)

part on credit card accounts

i already knew it

1142 - 2009-11-25 14:02:40 - (Age: 15)

vids

they were hard to watch

1143 - 2009-11-26 08:41:49 - (Age: 14)

the reading parts.

because I get bored

1144 - 2009-11-26 11:20:26 - (Age: 14)

about the foolproof headquarters

it was random and i really didn't need to know it

1145 - 2009-11-26 21:32:29 - (Age: 15)

The games.

I felt as though they were too distracting.

1146 - 2009-11-27 12:10:59 - (Age: 15)

the videos.

it wasnt very clear

1147 - 2009-11-28 13:29:04 - (Age: 14)

all the games

Cause some of them were boring and i would of rather just kept going through all the modules.

1148 - 2009-11-28 17:10:54 - (Age: 16)

the videos

some of them, not all, were kinda boring

1149 - 2009-11-28 17:17:53 - (Age: 15)

The on on credit cards in my opinion.

I already knew all of it.

1150 - 2009-11-29 13:49:07 - (Age: 14)

that basketball game

repetition

1151 - 2009-11-29 15:55:13 - (Age: 15)

the games

no importance

1152 - 2009-11-29 18:14:52 - (Age: 15)

The games.

It had nothing to do with the modules.

1153 - 2009-11-29 18:34:32 - (Age: 15)

All the different videos.

The games.

1154 - 2009-11-29 19:51:25 - (Age: 16)

...

i thought it was all good

1155 - 2009-11-29 20:13:07 - (Age: 15)

all of it

because its boring

1156 - 2009-11-29 20:15:45 - (Age: 15)

Some of the videos, although they were entertaining.

Some didn't give a lot of information.

1157 - 2009-11-29 20:23:26 - (Age: 15)

one

didnt talk about as much of the credit cards as much

1158 - 2009-11-29 20:41:20 - (Age: 16)

the check book stuff.

only because i already have one and my mom and i had already talked about everything but if i didn't that would have been really nice to learn before.

1159 - 2009-11-29 21:10:55 - (Age: 15)

All of the pointless videos.

Because they were pointless and repetitive.

3. What part of the modules was least valuable? 4. Why was it not very valuable?

1160 - 2009-11-30 07:43:05 - (Age: 15)

How to write checks.

I already knew how.

1161 - 2009-11-30 08:23:10 - (Age: 14)

games

it wasn't educational

1162 - 2009-11-30 10:05:28 - (Age: 15)

Pretty much all of it.

There was no learning or thinking involved. All you needed was a brain.

1163 - 2009-11-30 12:47:10 - (Age: 15)

the side questions

they had answers that don't matter

1164 - 2009-11-30 13:07:36 - (Age: 14)

vbdgf

cvxs

1165 - 2009-11-30 14:02:39 - (Age: 15)

games but they were awesome

games

1166 - 2009-11-30 14:14:22 - (Age: 14)

The games part because I wanted to keep learning about how to protect myself from credit offers and scams so I never get in that situation.

It was a distraction.

1167 - 2009-11-30 14:56:54 - (Age: 16)

The checking and how to write them. I already knew that.

I already knew how.

1168 - 2009-11-30 14:58:16 - (Age: 15)

Credit cards I don't plan on getting a credit card.

I'm not going to use a credit card.

1169 - 2009-11-30 16:01:57 - (Age: 15)

dj

du7t5wsuyj

1170 - 2009-11-30 16:32:09 - (Age:)

The videos are cool but the same subjects are covered in the modules.

it was all helpful.

1171 - 2009-11-30 17:05:06 - (Age: 14)

5th module

repetition

1172 - 2009-11-30 19:26:07 - (Age: 14)

The games for a couple minutes.

It didnt do anything to help you understand each topic.

1173 - 2009-11-30 20:45:49 - (Age: 15)

i don't think anything was less valuable.

1174 - 2009-11-30 20:49:47 - (Age: 14)

videos

they were cheesy

1175 - 2009-12-01 07:40:57 - (Age: 15)

the part 2 questions

dfgfdasfahd

1176 - 2009-12-01 08:02:07 - (Age: 14)

None. I loved it all.

See question 3.

1177 - 2009-12-01 09:05:24 - (Age: 14)

the tests

took too much time

1178 - 2009-12-01 12:07:18 - (Age: 15)

The games

Just for fun. didnt learn

1179 - 2009-12-01 12:39:31 - (Age: 15)

the games, but they were fun

it didn't teach me anything, but it made the experience more enjoyable

3. What part of the modules was least valuable? 4. Why was it not very valuable?

1180 - 2009-12-01 14:16:20 - (Age: 15)

Credit cards.

I'm not going to use a credit card.

1181 - 2009-12-01 14:19:49 - (Age: 15)

Credit cards.

I'm not going to use credit cards.

1182 - 2009-12-01 14:44:50 - (Age:)

I think there should have been more emphasis put on the idea of operating without a credit card, as much as possible. Credit, I feel is bad. All it is, is money loaned.

I just believe in staying out of debt, I see it as immoral to take a chance at falling into it.

1183 - 2009-12-01 21:03:49 - (Age: 25)

Introductory videos.

Not a lot of info was contained and they were somewhat boring.

1184 - 2009-12-02 00:51:54 - (Age: 16)

debit stuff only because i already knew

i already knew

1185 - 2009-12-02 09:37:48 - (Age: 14)

games

distracted you

1186 - 2009-12-02 09:38:22 - (Age: 15)

when there was other little videos that didnt talk about what you was learning then.

becasue you needed to know what you was learning about.

1187 - 2009-12-02 09:49:53 - (Age: 15)

sucker punch

i didnt learn anything

1188 - 2009-12-02 09:55:33 - (Age: 14)

The Sucker Punch one.

I didnt learn very much that I didnt know already.

1189 - 2009-12-02 12:12:20 - (Age: 16)

idk...

idk...

1190 - 2009-12-02 12:13:21 - (Age: 14)

every part

because it was not made by pros

1191 - 2009-12-02 12:20:33 - (Age: 14)

the pages that were just writing

it got boring and i just ended up skimming it and i might have missed some stuff.

1192 - 2009-12-02 12:22:27 - (Age: 16)

none of them

1193 - 2009-12-02 12:24:18 - (Age: 17)

How to write a check.

The modules kept saying to not use checks and I already knew how to write a check too.

1194 - 2009-12-02 12:34:22 - (Age: 17)

some of the videos

the information

1195 - 2009-12-02 12:40:58 - (Age:)

wriiting checksa

1196 - 2009-12-02 12:58:53 - (Age: 15)

they movies

it wasn't nessasary

1197 - 2009-12-02 13:05:42 - (Age: 16)

Credit Cards

Because I don't plan on EVER getting a credit card!

1198 - 2009-12-02 13:50:40 - (Age: 18)

how to write a check

i already knew how

1199 - 2009-12-02 13:59:29 - (Age: 15)

The bands/games.

Werent that fun.

3. What part of the modules was least valuable? 4. Why was it not very valuabe?

1200 - 2009-12-02 13:59:38 - (Age: 14)

ALLLL the reading

It was a lot of reading and almost too much.. you could find a way to get the info across in a funner way

1201 - 2009-12-02 14:02:28 - (Age: 15)

Nothing was not valuble.

Nothing was not valuble.

1202 - 2009-12-02 14:04:21 - (Age: 14)

It all helped in its own way, overall i wouldnt consider it not

valuable.

It was valuable.

1203 - 2009-12-02 14:36:07 - (Age: 17)

They were all valuable.

N/A

1204 - 2009-12-02 14:48:03 - (Age: 15)

the videos

1205 - 2009-12-02 14:57:25 - (Age: 15)

None they were all useful

None they were all useful

1206 - 2009-12-02 15:14:37 - (Age: 17)

i don't know

don't know

1207 - 2009-12-02 15:47:35 - (Age: 16)

The games.

Didn't apply to the modules.

1208 - 2009-12-02 16:16:56 - (Age: 18)

not sure.

1209 - 2009-12-02 18:33:31 - (Age: 17)

all were pretty valuable

1210 - 2009-12-02 19:01:06 - (Age: 16)

The scam sections

It is very obvious

1211 - 2009-12-02 19:32:49 - (Age: 15)

nothing

waste of time

1212 - 2009-12-03 08:11:24 - (Age: fd)

fg

td

1213 - 2009-12-03 08:28:24 - (Age: g)

h

d

1214 - 2009-12-03 09:31:28 - (Age: 17)

most of it

because most of it was common sense

1215 - 2009-12-03 09:33:12 - (Age: 17)

math calculations

i know how to do the math, this shouldn't be a math course

1216 - 2009-12-03 13:34:33 - (Age: 15)

the games.

because it took longer to get them done and didnt really help even though they were fun.

1217 - 2009-12-03 14:50:35 - (Age: 15)

well i dont like that part where all you do is read i like the modules that you actually get to watch videos because i think they are easier to pick up on things.

when i just read things i cant pick up on them very fast.

1218 - 2009-12-03 14:52:45 - (Age: 16)

The one that was least valuable was the part about, the difference between debit and credit cards.

I had already been taught about the debit and credit lesson.

1219 - 2009-12-03 15:17:38 - (Age: 16)

the test

it was too much

3. What part of the modules was least valuable? 4. Why was it not very valuable?

1220 - 2009-12-03 15:18:31 - (Age: 17)

the games

it didnt teach me anything but hand eye coordination

1221 - 2009-12-03 15:18:42 - (Age: 16)

the parts that were seemingly unrelated to the subject

they had no relation

1222 - 2009-12-03 15:22:35 - (Age: 15)

NONE!

none

1223 - 2009-12-03 15:24:45 - (Age: 18)

nothing

nothing

1224 - 2009-12-03 15:24:51 - (Age: 16)

nothing it was all important!!!!

n/a

1225 - 2009-12-03 15:27:18 - (Age: 16)

the videos

they were saying the same things as all of the other pages

1226 - 2009-12-03 15:29:30 - (Age: 18)

I would not say any, they were all useful in there onwn way.

N/A

1227 - 2009-12-03 15:32:00 - (Age: 16)

I thought that they were all very valuable, but the skills ones were kind of too long and too wordy.

N/A

1228 - 2009-12-03 15:35:56 - (Age: 17)

games

because I just wanted to finish the modules, and the games were cut short when played

1229 - 2009-12-03 15:43:25 - (Age: 17)

The dumb videos that had worthless information

Some had worthless information.

1230 - 2009-12-03 15:46:58 - (Age: 18)

The parts on the new music FoolProof likes, the music sucked and it was a waste of time.

Because it had nothing to do with the FoolProof plan nor was it

good music.

1231 - 2009-12-03 15:55:57 - (Age: 17)

?

...

1232 - 2009-12-03 15:59:56 - (Age: 16)

the games and the videos that repeated what you just read they seemed like a waste of time cause you already learned it

explained above

1233 - 2009-12-03 16:23:35 - (Age: 14)

the length i did not like at all they would take me up to a hour to do them and that was not fun

because its too long

1234 - 2009-12-03 16:48:45 - (Age: 15)

THE LENGTH!!! it took me at lease a hour and a half to do a sigle modual and the double ones were expecially long and not very fun

becuase

1235 - 2009-12-03 16:49:32 - (Age: 14)

Some of the videos.

Some of them were to long.

1236 - 2009-12-03 18:51:39 - (Age: 15)

The songs

It kinda brought me away from what I was learning

1237 - 2009-12-03 21:03:10 - (Age: 14)

Games

Because it doesn't teach you anything

1238 - 2009-12-03 21:08:49 - (Age: 14)

games

didn't teach anything

1239 - 2009-12-03 23:31:20 - (Age: 14)

Little videos that had no correlation to the rest of the unit.

It was off topic and time consuming.

3. What part of the modules was least valuable? 4. Why was it not very valuable?

1240 - 2009-12-04 08:30:46 - (Age:)

credit cards i already knew something about credit cards

i already knew something about credit cards

1241 - 2009-12-04 08:32:20 - (Age: 14)

hgbngfn

ghgfnghfg

1242 - 2009-12-04 08:37:48 - (Age:)

nothing

nothing

1243 - 2009-12-04 09:56:06 - (Age: 14)

none

3rd

1244 - 2009-12-04 10:01:55 - (Age: 14)

I dont know.

.

1245 - 2009-12-04 10:24:30 - (Age: 12)

the games but they're fun

you don't learn anything

1246 - 2009-12-04 10:25:49 - (Age: 12)

the games but they're fun

you don't learn anything from them

1247 - 2009-12-04 12:00:55 - (Age: 14)

The games.

They wernt important

1248 - 2009-12-04 12:09:51 - (Age: 14)

The test questions were hard.

Because sometimes I didn't get the questions right.

1249 - 2009-12-04 12:30:56 - (Age: 13)

pay bills through computer

you could go to the bank and pay the bills

1250 - 2009-12-04 13:45:43 - (Age:)

How to write a check

1251 - 2009-12-05 17:18:42 - (Age: 16)

*the one about checking acounts because i knew all that stuff
already*

knew it already

1252 - 2009-12-06 14:11:50 - (Age: 15)

nothing

everything was good

1253 - 2009-12-06 15:51:04 - (Age: 18)

I think that everything was pretty valuable.

I can't think of anything that wasn't valuable.

1254 - 2009-12-07 08:15:10 - (Age: 14)

The annoying accents.

Because I didn't need to hear the accents.

1255 - 2009-12-07 09:37:48 - (Age: 15)

All of it was pretty valueable.

All of it was pretty valueable.

1256 - 2009-12-08 08:54:45 - (Age: 18)

the bank module

the bank module

1257 - 2009-12-08 10:20:10 - (Age: 18)

1

I knew alot of it

1258 - 2009-12-08 13:48:13 - (Age: 17)

nothing

/

1259 - 2009-12-08 14:38:32 - (Age: 17)

the game it jus threw me off

it distracted me and made me feel a little lazy

3. What part of the modules was least valuable? 4. Why was it not very valuable?

1260 - 2009-12-08 15:46:20 - (Age: 15)

Perhaps there were too many experiences for one module.

Because by the third experience I had already had the point.

1261 - 2009-12-09 06:41:59 - (Age: 45)

I thought there were too many breaks and games.

I lost track of stuff.

1262 - 2009-12-09 14:34:14 - (Age: 16)

All of the videos

Because they barely talked and what they talked about we read about.

1263 - 2009-12-09 16:19:05 - (Age: 14)

i dont know

idk

1264 - 2009-12-09 17:29:39 - (Age: 12)

the games, ofcourse, but other than that all the skams.

because I already knew some things about skams.

1265 - 2009-12-10 10:29:10 - (Age: 14)

1

it showed debt not how to stop getting into debt

1266 - 2009-12-10 10:31:41 - (Age: 14)

1

no staying out of debt info.

1267 - 2009-12-10 10:51:22 - (Age: 14)

alot of it

cuz im not an idiot i know how to save and spend my money

1268 - 2009-12-10 11:45:34 - (Age: 18)

collage

some people have different opinins

1269 - 2009-12-10 12:32:23 - (Age: 15)

The games and the repeated information

unnecessary.

1270 - 2009-12-10 14:09:15 - (Age: 17)

all the reading

it was hard to undrstand all at once

1271 - 2009-12-10 19:31:51 - (Age: 18)

Some of the videos

Some of them weren't helpful

1272 - 2009-12-10 20:22:20 - (Age: 16)

games, but they were still fun to have.

No point

1273 - 2009-12-11 07:53:18 - (Age: 16)

The games

They were unnecessary and they could only be played for two minutes at a time.

1274 - 2009-12-11 10:39:23 - (Age: 12)

games

no teaching

1275 - 2009-12-11 11:11:13 - (Age: 13)

none

none were not valuable

1276 - 2009-12-11 12:18:09 - (Age: 10)

vudil gjeiwlfduzil

rore hgu dlistsl

1277 - 2009-12-11 13:25:57 - (Age: 15)

values

games

1278 - 2009-12-11 13:42:09 - (Age: 13)

everything

everything

1279 - 2009-12-11 13:44:40 - (Age: 12)

i not sure

?

3. What part of the modules was least valuable? 4. Why was it not very valuable?

1280 - 2009-12-11 13:53:34 - (Age: 12)

MONEY

MONEY

1281 - 2009-12-11 14:06:31 - (Age: 13)

none

none

1282 - 2009-12-11 14:07:32 - (Age: 12)

THE STUFF YOU HAD TO SIT THERE AND READ.

BECAUSE IT WAS NOT FUN ZZZZZZZZZZZZZZZZZZZ

1283 - 2009-12-12 21:16:37 - (Age: 17)

alot

kinda.

1284 - 2009-12-13 17:29:46 - (Age: 17)

all

cause i already knew it

1285 - 2009-12-13 19:19:09 - (Age: 17)

I don't know

1286 - 2009-12-13 20:07:51 - (Age: 18)

none

1287 - 2009-12-13 23:24:26 - (Age: 17)

the games. some people may not be able to focus that long but the modules are not that lengthy

it didnt teach me anything

1288 - 2009-12-14 10:57:09 - (Age: 15)

all the reading or all the songs but it was cool to add them in their.

because i know many kids dont like to read and they wanna get away from reading and want to have fun but still be able to learn at the same time

1289 - 2009-12-14 13:14:55 - (Age: 17)

IT WAS ALL OF EQUAL IMPORTANCE

N/A

1290 - 2009-12-14 14:33:47 - (Age: 17)

the bands

it was a waste of time

1291 - 2009-12-14 14:53:05 - (Age: 15)

the valuable thing was the movie.

the games was not very valuable.

1292 - 2009-12-14 15:06:06 - (Age: 18)

videos and games

idk

1293 - 2009-12-14 15:09:26 - (Age: 17)

what to do on a road trip

i knew what to do

1294 - 2009-12-14 15:50:44 - (Age: 12)

The games.

I know that you needed a break but they came up often.

1295 - 2009-12-14 17:03:43 - (Age: 17)

The videos were possibly the least helpful of the entire

Foolproof experience.

They simply restated what the text in the modules said, but in much more basic terms.

1296 - 2009-12-14 17:03:47 - (Age: 14)

some of the vidoes

some of the videos

1297 - 2009-12-14 20:26:48 - (Age: 17)

all of it

it made no since

1298 - 2009-12-14 20:31:13 - (Age: 14)

Telling us not to get too many cards.

Ive been taught this several times.

1299 - 2009-12-15 12:25:15 - (Age: 18)

the videos

we couldn't watch them

3. What part of the modules was least valuable? 4. Why was it not very valuabe?

1300 - 2009-12-15 16:47:03 - (Age: 12)

none

none

1301 - 2009-12-15 21:17:00 - (Age: 42)

test

not a good test taker, but i know this stuff

1302 - 2009-12-16 08:48:24 - (Age: 24)

eh, some stuff about checks

it's obvious

1303 - 2009-12-16 08:54:32 - (Age: 25)

nothing

nothing

1304 - 2009-12-16 09:00:18 - (Age: 18)

games

They were boring

1305 - 2009-12-16 09:02:52 - (Age: 16)

the songs

wasnt into it

1306 - 2009-12-16 09:04:56 - (Age: 15)

random videos

to long

1307 - 2009-12-16 11:25:36 - (Age: 17)

hgjfhjfhhhj

fjhhjjfh

1308 - 2009-12-16 12:32:33 - (Age: 14)

I can remember, alot of the videos were pointless and i didnt get them.

Because I didnt get them.

1309 - 2009-12-16 17:51:04 - (Age: 14)

The written info

it was hard to understand

1310 - 2009-12-17 07:28:43 - (Age: 18)

the jokes

waste of time... not funny

1311 - 2009-12-17 08:06:05 - (Age: 13)

All the reading.

Because it was boring.

1312 - 2009-12-17 08:07:22 - (Age: 17)

The story booklets

Couldn't focus on them

1313 - 2009-12-17 08:07:22 - (Age: 13)

All the reading.

Because it was boring.

1314 - 2009-12-17 08:32:49 - (Age: 15)

all was very important.

all was good.

1315 - 2009-12-17 09:58:30 - (Age: 16)

correct check writing

already knew how to do it

1316 - 2009-12-17 10:08:40 - (Age: 16)

none

none

1317 - 2009-12-17 11:23:25 - (Age: 17)

games

didnt help

1318 - 2009-12-17 11:26:03 - (Age: 17)

The videos.

Many of them seemed pointless.

1319 - 2009-12-17 12:50:13 - (Age: 17)

first part

new it

3. What part of the modules was least valuable? 4. Why was it not very valuable?

1320 - 2009-12-17 16:45:36 - (Age: 15)

1dk

idk

1321 - 2009-12-18 06:23:23 - (Age: 13)

the books with the truning

because I didn't learn as much

1322 - 2009-12-18 08:27:26 - (Age: 18)

the games.

i just liked getting throught the modules, the games just slowed me down.

1323 - 2009-12-18 08:39:57 - (Age: 16)

not sure

i dont know

1324 - 2009-12-18 09:15:06 - (Age: 13)

the credit card part

I AM NEVER GETTING ONE!

1325 - 2009-12-18 09:17:25 - (Age: 13)

the credit cards

i am never getting ONE!

1326 - 2009-12-18 09:46:38 - (Age: 15)

Repeating yourselves

No offense but you made me feel like I did'nt understand what you were saying.

1327 - 2009-12-18 09:53:39 - (Age: 16)

the videos---yes there were funny but some were...ugh.. not necessary

it was..but sometimes it just repeated to much

1328 - 2009-12-18 09:58:33 - (Age: 16)

the videos of the bands.

because it was just music no information

1329 - 2009-12-18 10:52:15 - (Age: 17)

none

1330 - 2009-12-19 13:18:49 - (Age: 12)

the games

because they didnt teach u anything

1331 - 2009-12-20 19:49:09 - (Age: 14)

Games

It caused a distraction.

1332 - 2009-12-21 07:39:21 - (Age: 13)

The games were boring.

It was not fun and i would rather learn than play games i have already saw diffrent versions of.

1333 - 2009-12-21 07:49:45 - (Age: 13)

The 1st module

Talked about stuff most people know

1334 - 2009-12-21 08:08:52 - (Age: 15)

The music breaks. The games were cool though.

I'm not into that kind of music

1335 - 2009-12-21 08:23:54 - (Age: 17)

the games

had nothing to do with the modules

1336 - 2009-12-21 08:43:24 - (Age: 28)

nothing

nothing

1337 - 2009-12-21 08:57:51 - (Age: 13)

short statements

they said the same thing over and over again

1338 - 2009-12-21 09:02:47 - (Age: 13)

most of it

it was confusing and boring...so it was hard to remember or do it

1339 - 2009-12-21 09:18:00 - (Age: 15)

Not much.

3. What part of the modules was least valuable? 4. Why was it not very valuable?

1340 - 2009-12-21 09:39:07 - (Age: 15)

everything but the games

because it wasn't a game

1341 - 2009-12-21 09:47:18 - (Age: 12)

all

it was boring

1342 - 2009-12-21 09:51:50 - (Age: 12)

the movie clips

you could not understand what they were saying

1343 - 2009-12-21 09:59:57 - (Age: 13)

The Reading

The Games... But they Were Fun

1344 - 2009-12-21 10:00:04 - (Age: 13)

reading

boring

1345 - 2009-12-21 10:00:04 - (Age: 13)

reading

boring

1346 - 2009-12-21 10:05:05 - (Age: 12)

None of it wasn't vauluable

n/a

1347 - 2009-12-21 10:13:31 - (Age:)

nothing

nothing

1348 - 2009-12-21 10:23:43 - (Age: 12)

the bounced checks i already know that

the bounced checks i already knew that!!!!

1349 - 2009-12-21 12:25:08 - (Age: 13)

nothing

everything

1350 - 2009-12-21 12:27:34 - (Age: 13)

nothing

everything

1351 - 2009-12-21 12:33:23 - (Age:)

I THINK THAT THE VOCABULARY WAS HARD TO UNDERSTAND.

I DON'T HAVE A CREDIT CARD ETC. YET.

1352 - 2009-12-21 12:36:36 - (Age: 13)

fhjsgjsghjstuvnvb

ncvbncvbn

1353 - 2009-12-21 12:41:25 - (Age: 13)

Everything except the games

Cause they weren't any fun

1354 - 2009-12-21 13:33:05 - (Age: 12)

games

dont need them

1355 - 2009-12-21 17:32:23 - (Age: 12)

Nothing, it was all important.

.N/A.

1356 - 2009-12-21 18:44:40 - (Age: 12)

2 minutes of joy

wasted time

1357 - 2009-12-21 18:54:10 - (Age: 12)

Ummm...

I guess I'll leave this blank.

1358 - 2009-12-21 19:47:27 - (Age: 12)

the videos

because they are distracting when in a classroom with a bunch of people all listening to the same thing, and because you can always read it, I am a big reader.

1359 - 2009-12-21 23:06:25 - (Age: 15)

the games

no benefit

3. What part of the modules was least valuable? 4. Why was it not very valuable?

1360 - 2009-12-21 23:47:09 - (Age: 12)

The music

I would pass right by it

1361 - 2009-12-22 07:42:38 - (Age: 13)

The games

They were rip offs of other games and really boring

1362 - 2009-12-22 07:52:44 - (Age: 13)

ummm....the games but they were fun

because it didnt teach you anything

1363 - 2009-12-22 08:32:17 - (Age: 16)

The skills practice

Hard to stay focused with all text

1364 - 2009-12-22 08:32:31 - (Age: 16)

The skills practice

Hard to stay focused with all the text

1365 - 2009-12-22 09:17:00 - (Age: 13)

none

none

1366 - 2009-12-22 09:20:36 - (Age: 13)

none

none

1367 - 2009-12-22 09:31:18 - (Age: 17)

probably the first one because i knew a lot of the information that was already provided

I already knew most of the information that it addressed.

1368 - 2009-12-22 09:36:09 - (Age: 18)

the pointless games added in

they didn't teach anything

1369 - 2009-12-22 10:03:14 - (Age: 13)

the games

because people just play them not do the rest

1370 - 2009-12-22 12:19:01 - (Age: 12)

moduel 5

because just went on about alot of diffrence stuff

1371 - 2009-12-22 12:30:22 - (Age: 12)

Everything

Because its boring

1372 - 2009-12-22 13:35:42 - (Age: 14)

the songs/albums were boring

they were boring and I know it was for a break but I like games instead

1373 - 2009-12-22 13:48:55 - (Age: 13)

all of them

all of them

1374 - 2009-12-22 14:13:26 - (Age: 13)

saving and earning money

because its kind of a simple concept- get a job

1375 - 2009-12-22 14:17:41 - (Age: 13)

tests

it was long and kind of boring and didn't really give us the answers when we where done.

1376 - 2009-12-22 14:21:10 - (Age: 12)

reading

its boring

1377 - 2009-12-23 07:55:00 - (Age: 13)

None of them.

N/A

1378 - 2009-12-23 07:59:10 - (Age: 14)

nothing

nothing was very less valubale

1379 - 2009-12-23 08:01:01 - (Age: 14)

noting it was all great

i liked it all

3. What part of the modules was least valuable? 4. Why was it not very valuabe?

1380 - 2009-12-23 08:02:17 - (Age: 14)

nothing

nothing

1381 - 2009-12-23 08:13:33 - (Age: 16)

the parts after modules it was boring.

boring

1382 - 2009-12-23 08:14:30 - (Age: 16)

ther parts that had said the same thing over again

it was just the same thing and it got boring

1383 - 2009-12-23 08:14:36 - (Age: 16)

the least valuable.... ummm, i would have to say the videos of singers or song writers, their good distractions yes, but i didnt care for them much.

i didnt really care for them much

1384 - 2009-12-23 09:05:23 - (Age: 13)

the books

the test

1385 - 2009-12-23 09:44:07 - (Age: 16)

talking about debt.

Beacuse people are stupid if they get themselves in debt, not everyone is that way.

1386 - 2009-12-23 10:40:11 - (Age: hd)

hg

hghfgh

1387 - 2009-12-23 11:40:16 - (Age: 17)

some of the videos

they repeated what was just said and were too long

1388 - 2009-12-23 12:04:23 - (Age: 16)

im not sure

N/A

1389 - 2009-12-23 12:05:19 - (Age: 17)

?

?

1390 - 2009-12-23 12:42:14 - (Age: 17)

the games

You didn't learn anything

1391 - 2009-12-23 12:48:32 - (Age: 17)

I think that although I enjoyed hearing about everyone's experiences throughout the modules, because I am doing this in class, I occassionally ran out of time when trying to pay attention to the details. Other than that, I think most of the information from the modules were valuable.

[Oops, I explained already in question III:] " I occassionally ran out of time when trying to pay attention to the details. Other than that, I think most of the information from the modules were valuable."

1392 - 2009-12-23 15:18:05 - (Age: 14)

None

N/A

1393 - 2009-12-23 16:55:01 - (Age: 17)

all of the reading

becuase all of the reading makes me tired but if i hear some one else reading i am more likely to stay awake.

1394 - 2009-12-29 00:00:07 - (Age: 12)

the reading

it just kept on going on and it did get kinda boring but if it was in videos it was entertaining

1395 - 2009-12-29 10:42:08 - (Age: 14)

The games.

I didn't play them, I just went on with the modules.

1396 - 2009-12-29 11:31:48 - (Age: 17)

The games and music

The games and music was a fun addition, and I understand why you put them in, but I wouldn't say that they were valuable.

1397 - 2009-12-29 14:21:04 - (Age: 17)

none

n/a

1398 - 2009-12-30 14:33:17 - (Age: 18)

The games.

The offered a break but i preferred to just go through and learn what i need to

1399 - 2009-12-30 18:50:37 - (Age: 17)

nothing

noting

3. What part of the modules was least valuable? 4. Why was it not very valuable?

1400 - 2009-12-31 18:49:06 - (Age: 15)

The least valuable information I got from FoolProof was the

boring viodow clips.

I really doesn't matter because were not going to use it.

1401 - 2010-01-02 10:24:57 - (Age: 13)

I'm not really sure.

NA

1402 - 2010-01-02 16:38:02 - (Age: 13)

nothing. we needed to know all the imformation that you have gave to us. not a single letter deleted.

with out the reason's we would know less and disaster for us.

1403 - 2010-01-02 18:26:04 - (Age: 12)

some of the videos

they were often distracting and some of them stupid.

1404 - 2010-01-02 18:54:07 - (Age: 16)

The games in between.

They do not deal with the materials being taught.

1405 - 2010-01-02 20:30:11 - (Age: 13)

Most of the questions weren't very difficult.

Anyone with the slightest bit of common sense would be able to answer them.

1406 - 2010-01-03 12:03:19 - (Age: 12)

the end quizzes

you could have them in the moduke like the last few

1407 - 2010-01-03 16:21:52 - (Age: 1)

The way they were presented.

*You worked really hard to make them "cool" and it showed.
The information was presented in a way that wasn't
intereseting.*

1408 - 2010-01-03 16:25:29 - (Age: 13)

The way they were presented.

It was exceedingly boring!

1409 - 2010-01-03 18:34:06 - (Age: 17)

N/A

N/A

1410 - 2010-01-04 07:47:13 - (Age: 16)

none

none

1411 - 2010-01-04 09:25:58 - (Age: 14)

nothing

because u might need it in life

1412 - 2010-01-04 09:25:58 - (Age: 14)

nothing

because u might need it in life

1413 - 2010-01-04 09:30:07 - (Age: 16)

poo

poo

1414 - 2010-01-04 11:13:30 - (Age: 16)

games

boring and unessary

1415 - 2010-01-04 13:40:24 - (Age: 16)

nothing.

nothing.

1416 - 2010-01-04 14:01:54 - (Age: 18)

none

1417 - 2010-01-04 14:05:36 - (Age: 17)

the games

it had nothing to do with anything

1418 - 2010-01-04 14:12:46 - (Age: 14)

about debit cards.

because I probably wont have one.

1419 - 2010-01-04 14:14:07 - (Age: 17)

writing checks and and documenting them

I already knew how to do it

3. What part of the modules was least valuable? 4. Why was it not very valuable?

1420 - 2010-01-04 14:14:19 - (Age: 17)

N/A

N/A

1421 - 2010-01-04 14:15:05 - (Age: 14)

the test

because your not learning anything from a test

1422 - 2010-01-04 14:17:51 - (Age: 18)

Numero Dos Through Cinco.

IDK!@

1423 - 2010-01-04 16:35:44 - (Age: 17)

The least valuable thing of the modules was the scenarios.

The scenarios weren't very valuable because after already been explained to about the content, it just dragged on hearing one scenario after the other. There should still be

1424 - 2010-01-04 17:15:20 - (Age: 16)

It all was

it wasn't not valuable

1425 - 2010-01-05 08:04:18 - (Age: 18)

The one were they were showing us there place were they staid.

because the people need to know what the credit cards are really up to and how they can take advantage of you and ur financial life.

1426 - 2010-01-05 11:13:24 - (Age: 15)

They were all fairly valuable but the one about the cars was the least valuable in ym opinion, due to people not really needing cars to succeed.

look above.

1427 - 2010-01-05 11:22:41 - (Age: 18)

reading the information. some people dont really like to read.

Some people cannot comprehend what they read so it wouldnt really make sense to them

1428 - 2010-01-05 11:23:39 - (Age: 17)

I don't really think it was necessary to emphasize the words fool so often... "are you a fool?!" "only a fool would.."

It..just seems to be trying a bit too hard to be cool. I personally prefer professionalism, but it didn't bother me much.

1429 - 2010-01-05 11:24:40 - (Age: 16)

i think all the maodules were pretty valuable. although a few parts of it was jus boring.

some of them used and entire page of reading and it jus got confusing after a while

1430 - 2010-01-05 12:55:26 - (Age: 16)

none of it

1431 - 2010-01-05 13:10:07 - (Age: 16)

I don't really remember anything that was least valuble.

1432 - 2010-01-05 13:13:53 - (Age: 16)

The talking part I would rather read

Because theyre voices were annoying

1433 - 2010-01-05 13:20:12 - (Age: 17)

watching the movies

because, it was boring

1434 - 2010-01-05 13:25:02 - (Age: 16)

the videos

they were very boring

1435 - 2010-01-05 13:31:37 - (Age: 17)

the videos

they were boring

1436 - 2010-01-05 14:05:21 - (Age: 17)

many

alot of reasons

1437 - 2010-01-05 14:05:39 - (Age: 16)

I wasn't really fond of the videos.

Because I'd rather just read.

1438 - 2010-01-05 16:40:22 - (Age: 12)

...

...

1439 - 2010-01-05 20:10:59 - (Age: 17)

The pieces talking about responsibility.

I already understood those ideas from watching my parents.

3. What part of the modules was least valuable? 4. Why was it not very valuable?

1440 - 2010-01-05 22:59:24 - (Age: 17)

Going through the check writing and debit stuff was a bit boring. I've had a checking account for a couple years and a savings account since I was 12 or something (with a parent co-signer). I wish I could have skipped that.

1441 - 2010-01-06 01:59:52 - (Age: 17)

writing checks

checks are rarely used for purchases nowadays. debit cards have replaced them.

1442 - 2010-01-06 08:42:46 - (Age: ?)

?

?

1443 - 2010-01-06 10:55:54 - (Age: 18)

The Brain teasers at the end...

Because they were not brain teasers and I had already been asked those exact same questions many times before, at least change the numbers...

1444 - 2010-01-06 11:30:47 - (Age: 17)

No parts of the modules were least valuable.

It wasn't not very valuable because all of the information was needed.

1445 - 2010-01-06 15:36:10 - (Age: 18)

I thought everything was valuable.

1446 - 2010-01-06 18:23:30 - (Age: 17)

Every module and every part of the module was important, its just some pages werent exactly useful for the future.

They had nothing too do with saving money, college, getting a job, etc.

1447 - 2010-01-07 08:06:39 - (Age: 00)

nothing

nothing

1448 - 2010-01-07 08:19:00 - (Age: 17)

The videos.

They were very strange and hard to watch.

1449 - 2010-01-07 13:58:44 - (Age: 17)

I guess none

?

1450 - 2010-01-08 20:45:55 - (Age: 16)

The games.

Because it didn't teach me about foolproof. But, it was a good thing for a break. But, I would rather have a music break or video break.

1451 - 2010-01-09 15:19:14 - (Age: 17)

none of it.

1452 - 2010-01-09 18:43:24 - (Age: 17)

i don't know

It was very valuable

1453 - 2010-01-10 14:51:01 - (Age: 16)

Some of the games.

Because I had something I wanted to do, so i wanted to get through very quickly.

1454 - 2010-01-10 19:10:30 - (Age: 12)

??????????????

??????????????

1455 - 2010-01-10 19:13:07 - (Age: 12)

????????????????

????????????????

1456 - 2010-01-10 20:29:18 - (Age: 16)

the stupid obvious answers

because i didnt learn from it cause the answers were obvious when you say "hey im an idiot"

1457 - 2010-01-11 12:32:48 - (Age: 16)

there wasn't just a single part. I'd say the moduels weren't valuable at all

because it was like watching paint dry

1458 - 2010-01-11 12:39:08 - (Age: 18)

Boring reading

Had to read

1459 - 2010-01-11 12:40:16 - (Age: 16)

4th one

common sense

3. What part of the modules was least valuable? 4. Why was it not very valuable?

1460 - 2010-01-11 12:40:29 - (Age: 16)

The videos

just too up my time

1461 - 2010-01-11 12:42:27 - (Age: 17)

All the videos

it was long boring and frankly i just didnt want to watch them

1462 - 2010-01-11 12:45:19 - (Age: 18)

The games

It was just a distraction

1463 - 2010-01-11 12:46:13 - (Age: 17)

the repeated information

it was repeated many times

1464 - 2010-01-11 12:51:49 - (Age: 17)

they are long to get through

1465 - 2010-01-11 17:06:39 - (Age: 17)

The random questions.

Because the choice options were moronic. It made it painfully easy to know what the answer was, but i would assume that thats the point.

1466 - 2010-01-11 20:53:40 - (Age: 15)

the first one

it was boring

1467 - 2010-01-12 10:50:22 - (Age: 17)

How you didn't tell us the right answers for the tests.

The videos.

1468 - 2010-01-12 11:10:53 - (Age: 17)

All the games but it was nice being able to take a brake every

now and then

The music but like above it was nice taking a brake and relaxing

1469 - 2010-01-12 12:07:58 - (Age: 17)

Stocks

Boring

1470 - 2010-01-12 12:27:16 - (Age: 18)

the videos

they really didnt explain anything and were just a waste of time

1471 - 2010-01-12 12:36:32 - (Age: 18)

games.

games.

1472 - 2010-01-12 12:58:00 - (Age: 15)

The games.

It had nothing to do with it... but it was fun.

1473 - 2010-01-12 21:01:01 - (Age: 16)

songs

waste of time

1474 - 2010-01-12 22:41:48 - (Age: 17)

the check writing and check book keeping part

It would be better to learn these two things with actual checks and checkbooks

1475 - 2010-01-13 10:01:30 - (Age: 15)

module 2

it was boring

1476 - 2010-01-13 10:03:35 - (Age: 15)

the ones where we already know

because i already knew them

1477 - 2010-01-13 11:21:55 - (Age: 15)

the savings stuff.

i already knew about it.

1478 - 2010-01-13 11:51:36 - (Age: 14)

the games

because the games had nothing to do with what we were learning

1479 - 2010-01-13 20:41:30 - (Age: 17)

Some of the extra reading that was presented in teh links. I felt that it was just fluff that wasn't all that important.

It was fluff that wasn't all that important.

3. What part of the modules was least valuable? 4. Why was it not very valuable?

1480 - 2010-01-13 21:53:29 - (Age: 17)

Some of the 10 second videos.

They were not valuable because there was not a lot of information on them.

1481 - 2010-01-14 07:50:44 - (Age: 17)

The games were obviously the least valuable part of the modules, but they were a great break for the brain:]

1482 - 2010-01-14 10:32:39 - (Age: 16)

Checking accounts

I already knew about them

1483 - 2010-01-14 12:36:45 - (Age: 16)

writing checks

i already knew

1484 - 2010-01-14 14:32:58 - (Age: 17)

none

none

1485 - 2010-01-14 14:35:01 - (Age: 18)

radom movies

boring unimportant

1486 - 2010-01-14 14:42:23 - (Age: 17)

The skating videos

It was boring

1487 - 2010-01-14 14:42:51 - (Age: 17)

the videos that shook

it was anoying so i didnt pay attention

1488 - 2010-01-14 16:45:21 - (Age: 17)

To be honest, I can't think of anything in them that I knew, so they were all valuable in their own way.

1489 - 2010-01-14 18:34:15 - (Age: 17)

the videos

they repeat to much

1490 - 2010-01-14 20:20:31 - (Age: 17)

I didnt like how they made it seem like the credit card companies "want you to fail" and "want to rip you off" and "give you a lower interest rate JUST because you are young" ofcourse they are going to give you a lower interest rate if you are young because it is more of a rate. YOU are not entitled to low interest rates, you have to prove yourself or they will lose money. I didnt like all of the entitlement lessons in these modules.

Because in real life, you arent entitled to a credit card and low interest rates. Ofcourse the credit card companies want your money, all they want is your money, but a grocery store wants your money, a clothing store wants your money, and everyone that you do business with WANTS YOUR MONEY. Credit cards are only "evil" when YOU screw it up.

1491 - 2010-01-14 20:59:01 - (Age: 17)

all the long information to read.

it did not keep me interested.

1492 - 2010-01-14 22:03:22 - (Age: 18)

all of it was very valuable

-

1493 - 2010-01-15 12:05:35 - (Age: 17)

module 1

i new it already

1494 - 2010-01-15 12:30:20 - (Age: 18)

The least valuable part of these modules was writing the checks.

I really don't understand the difference between a check and a debit card.

1495 - 2010-01-15 12:48:41 - (Age: 15)

all

the stuff we already know.

1496 - 2010-01-16 00:42:28 - (Age: 18)

some of the videos

repeated info we just read

1497 - 2010-01-17 13:56:31 - (Age: 17)

The games.

Because I just skipped by most of them. They didn't seem like games I wanted to play.

1498 - 2010-01-19 08:34:21 - (Age: 17)

the games

its didnt help me

1499 - 2010-01-19 10:48:55 - (Age: 15)

the videos. I didn't learn anything!

I didn't learn anything!!!!

3. What part of the modules was least valuable? 4. Why was it not very valuable?

1500 - 2010-01-19 21:20:51 - (Age: 17)

checks

already knew it

1501 - 2010-01-19 22:39:08 - (Age: 17)

playing the games, even though they were fun.

it did not help me to prepare myself for my future.

1502 - 2010-01-20 08:41:46 - (Age: 16)

nothing i like it

1503 - 2010-01-20 10:03:08 - (Age: 23)

The check wrtting one

The long videos

1504 - 2010-01-20 12:27:40 - (Age: 15)

brething without air

Well to me I don't see why they gave it this title because the title have nothing to do with credit cards and all things we have learned they should've gave it a catchy title.

1505 - 2010-01-20 21:01:29 - (Age: 17)

the stupid videos

everything

1506 - 2010-01-20 21:52:37 - (Age: 17)

Pointless videos

They were a waist of time to watch.

1507 - 2010-01-21 10:29:11 - (Age: 17)

The Games we played

All the slides

1508 - 2010-01-21 10:29:25 - (Age: 18)

I found that most modules were very valuable.

1509 - 2010-01-21 12:52:26 - (Age: 18)

Games.

Cuz it didnt apply.

1510 - 2010-01-21 18:16:06 - (Age: 16)

none

it was valuable

1511 - 2010-01-21 19:29:30 - (Age: 16)

the first module. I can't remember what it was about.

i already knew the info.

1512 - 2010-01-22 06:56:32 - (Age: 17)

calculating numbers and what not.

some of it was hard to follow.

1513 - 2010-01-22 12:31:46 - (Age: 17)

The games, but for some people i guess it's a good idea.

I'm not big into computer games.

1514 - 2010-01-23 19:43:47 - (Age: 15)

fin print

dot know