

These days, it seems
as if everybody's
in *pursuit* of
something.



The pursuit of happiness . . .
the pursuit of prosperity . . .
the pursuit of perfection . . .

and now, comes the next
in this series of worthy quests . . .

turn the page
to find out . . .

Come discover how science shapes our standard of living!

Pursuit!

On the trail of economic growth

What is Pursuit!?

It's a game! It's an adventure! It's a web-based education tool that uses history and animation to help players learn about economic growth.

How does Pursuit! work?

Players travel our timeline of New England economic history in "pursuit" of answers to questions that show how growth occurs. And they're accompanied by 1 of 6 animated guides—a **teacher, inventor, scientist, banker, entrepreneur, and Uncle Sam**—to motivate them and highlight key lessons along the way.

Want to know how new ideas make the economy more productive?



Why play Pursuit!?

- **It's entertaining!** Kids and grownups alike will enjoy learning about economic growth with local trivia, light humor, and likable guides.
- **It's educational!** Players gain a solid understanding of growth as they explore 3 "trails" of New England economic history.
- **It's free!** No tolls on these trails! **Pursuit!** is brought to you by the Federal Reserve Bank of Boston.

So . . . get ready, get set, and get in Pursuit!



Pursuit! Points of Interest

- travel time per trail: 15–20 minutes
- best age to play: 12 and older
- extras: glossary of game terms, players' guide, teachers' guide with lesson plan and resource links



Would you like to learn how to be a savvy consumer?



Listen up!
You'll find **Pursuit!**
at ...

So come
check us out and
get in the game!

www.economicadventure.org/Pursuit



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To: Teachers and Students



Pursuit!
On the trail of economic growth

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