



ACTIVITY INFORMATION

Grade Levels: 4-5

Time to Complete: 30 Minutes

State Standard Met: Financial Decision Making and Responsibility;
Being an Informed Consumer

Activity Guide – My Money Game

The goal of this activity is for students to get a better understanding of how unexpected expenses may occur.

Materials Included in the Kit:

Game Pieces (4)

Die (1)

Game Board (1)

EARN IT! Cards (1 stack of 10)

Play Money (\$1,200 in total)

Note: This kit contains enough materials for up to 4 students to play.

Step 1:

Divide students into groups of four. Allow one student in the group to be the **banker**.

Step 2:

Hand out the **Rules for Playing My Money Game** to all students found on the next page.

Step 3:

Distribute game pieces, one die, and game cards to each student group. Every student within the group should start with \$200: two \$50s, two \$20s, three \$10s, five \$5s and five \$1s. The remaining money should be given to the banker.

Step 4:

The student with the next birthday goes first. Allow students time to play the game which consists of two rounds (trips around the board).

Step 5:

After the game, have a discussion about the game and how a combination of our decisions and luck contribute to our financial well-being. Remind them that it's important to save for unexpected emergencies because sometimes, unlucky events happen and we need to be prepared.

Some questions you could ask to start the conversation include:

- Did you end up with more or less than you started with?
- Were you surprised at how your money was spent and earned throughout the game?
- How did you feel about having to rely on the roll of the dice to land on the right action (Earn or Spend)?

Rules For Playing My Money Game:

1. Each player starts out with \$200: two \$50s, two \$20s, three \$10s, five \$5s, and five \$1s.
2. One student will need to be the banker using the remaining money. This player will distribute the \$50 allowances, handle the money from purchases, and make change.
3. Place all game pieces on **Start**. Each of you will go around the board two times. After your first time around the board when you land on or pass **Start**, collect an allowance of \$50 from the banker. Each player must keep track of their own piece and what round they are on. After the second round, students should stop on **Start** and should not collect another \$50 allowance.
4. On your turn, roll the die and move the number of spaces. If you land on an "EARN IT!" square, draw a card and perform the action required. If you land on a SPEND IT! space, pay the amount shown to the bank. The player with the next birthday goes first.
5. At the end of the game, each student should count the amount of money they have left and consider the or experiences they had. The goal is to understand how unexpected expenses come up and how that can impact the money you earn.