

Design a money board game



You are going to create a board game to help teach people about money. You will need to create:

1. A board
2. Dice
3. Some money

1. Designing your board

You should design a board, which allows players to go round it. In Monopoly style games, when a player reaches Go they get some money. (e.g. £20) When a player lands on a certain square, they can earn money or lose it.

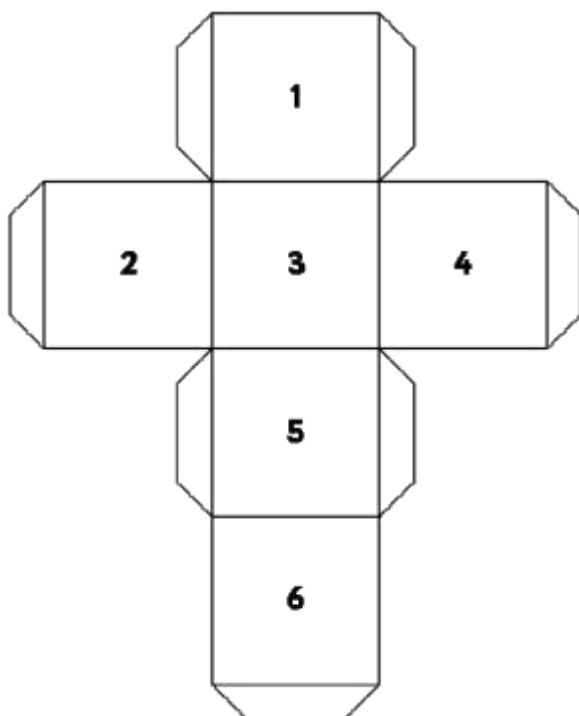
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| Detention! Lose 3 turns | | | | | Christmas Get £50 in gifts |
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| Pocket Money Day! | | | | | Free book from library |

Business

Here are some ideas for gaining and losing money. You can also think of your own.

| Income | Money Spent |
|---|---|
| You receive £50 for selling a Television on ebay | You saw some clothes you just had to have and spent £70 |
| You have a bake sale and raise £150 | The latest game is out and you spent £40 on it |
| Your Grandma has given you £20 for your birthday | You had to spend £5 on pens and pencils for school |
| You have been working in your mum's shop and earned £20 | The bank of England rate goes up and your parents need £40 |
| You receive £35 for selling all your old CDs | You'd like a new console and there's one going cheap on play.com £120 |
| You washed the car for your Dad. He pays you £10 | You buy a present for your mum £20 |
| You have a car wash at school and raise £40 | Your parents' rent goes up pay £50 |

Dice



Make it fun!

1. Not only can you use a dice for moving around the board, you could also use one for making or losing money. Remember you don't have to use the numbers 1 to 6.
2. Have special cards, which can give or take away a lot of money.
3. Have special squares that swap players places or send you to a different part of the board.
4. Give it a theme – You could make it about cars, shopping, computer games etc.