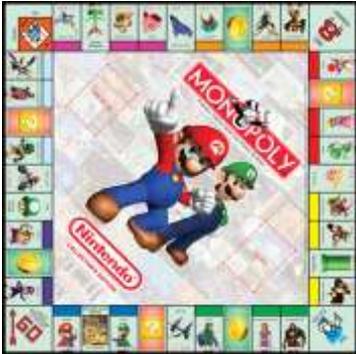


Design a money board game



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.

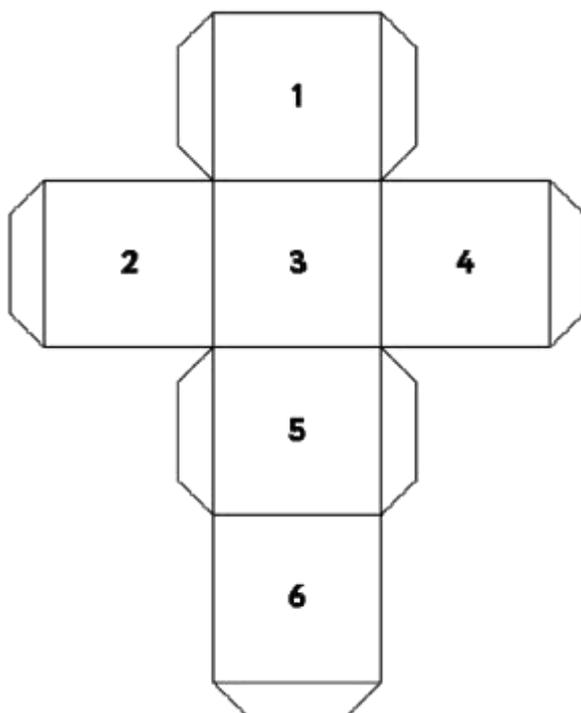
Detention! Lose 3 turns					Christmas Get £50 in gifts
Pocket Money Day!					Free book from library

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.