Can You Buy It?

|  | Supply List |
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| 1. Money Cards |  |
| 2. Spinner Sheet |  |
| 3. 1 paper clip |  |
| 4. One bingo chip per player |  |
| 5. One copy of Can You Buy It? | Register per player |
| 6. One pencil per player |  |

1. Place the Money Cards face down on the table.
2. The youngest player should go first. Start at the STORE ENTRANCE.
3. Spin the spinner to determine how many places to move.
4. The toy that you land on is the one you want to buy.
5. Draw one Money Card. Add up the money on the card. This shows you how much money
you have to buy the toy.
6. Fill out your Can You Buy It? Register by writing the name of the toy, how much it costs,
and how much money you have.
7. Decide whether you have enough money to buy the toy or not. Fill out the last column on
the register. Each toy can only be bought with the money on the current card. Money does
not carry over from previous turns.
8. The game is over when everyone has reached the STORE EXIT. How many toys did you
buy?

