# Race to Save 

| 1. | Supply List |
| :--- | :--- |
| 2. | One coin |
| 3. | One copil per player Race to Save Register per player |
| 4. | One game piece per player |
| 5. | 200s Chart |
| 6. | Calculator (optional) |

## Directions

1. The object of the game is to have the most money saved when you reach FINISH.
2. Each player begins the game with $\$ 200$ in a piggy bank.
3. Players take turns flipping a coin to determine the number of spaces to move.

$$
\text { Heads }=1 \text { space Tails }=2 \text { spaces. }
$$

4. When you land on a square you may have to decide if you want to spend or save your money—some turns, however, you will not have a decision to make, you will have to spend your money.
5. After you make each decision, record the transaction on your Race to Save Register.
6. Each turn you take is a new day, so be sure to change the date on your Race to Save Register each time you take a turn.
7. The game is over when everyone has reached FINISH. The player with the most money saved wins!


## After the Game <br> Now that you've played the game, talk and think about what you've learned

## 1. What did you learn from this game?

2. When given a choice, did you buy a book or check it out from the library? Why?
3. Were there any things that you could not buy? Explain
4. What things did you choose to give up?
5. Did you wait for sales? Explain
6. Did you give money to charity or others? Why or why not?
7. If you were to play again, how could you save more money?
8. Were there times when you had to spend money? Why?
9. Are there real life situations where you have to spend money? When?
10. What advice would you give to new players so that they could be top savers and win the game?
11. What personal advice would you give to a friend who is trying to save money?
12. What are three things you could do to save money in you own life?

