

Have a free day out in the country	Get an office job Receive £18 per turn	Buy present £10	Get a shop job Receive £12 per turn	Get an office job Receive £20 per turn	Evening out with friends £12	Made your job redundant	Get birthday money £10	10% Interest on your savings Round up to the nearest pound and add to your savings
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**Laid off! Business is poor** Lose your job

Night out £15

Buy snacks £3

Receive £5 from your aunt

10% Interest on your savings Round up to the nearest pound and add to your savings

**Resources needed:** Paper, pencil, dice and coloured counters.

**Set Up:** Each player takes a coloured token and places it on the start space. One player acts as banker and **makes** a record sheet with two columns for each player; one marked **cash** the other marked **savings**. The banker writes £20 in the cash column for each player.

player 1		player 2	
cash	savings	cash	savings
£20		£20	

**Aim of the Game:** Your aim is to collect £150 in your savings account to be able to buy that special something! **The first player with £150 in their savings column is the winner.**

**Looking after your money:** This is the critical feature of the game! At any time during their turn a player may ask the banker to swap money from cash to their savings account (but not the other way round!)

**Players should learn that cash is flexible but insecure, while savings are safe and pay interest.**

**Pick-pocket!** All of your cash is gone!

Buy new book £6

Sacked! Reading on the job! Lose your job

Meal out £20

# SAVE!



**Playing the game:** Take turns to roll the dice and move that number of spaces forward. Players do what it says on the space they land on. **If you get a job** you receive the amount shown at the start of **every** turn starting with the **next** turn.

The banker adds the salary to the players cash column. You keep receiving the salary until you lose your job for any reason! You cannot have more than one job but if you land on a higher paying job, then you can swap jobs and take the **new** salary every turn.

**If you have to buy anything** simply ask the banker to take off the amount from your cash column. If you don't have the money, write an IOU on a scrap of paper, miss your next turn and pay the amount back as soon as you can.

**Remember:** Keep transferring money into your savings account – the first player with £150 in savings wins.

Buy new clothes £15	Lose your wallet All of your cash is gone!	Buy CD £9	Get a shop job Receive £12 per turn	Get a delivery job Receive £15 per turn	Buy new DVD £12	Get a job cleaning Receive £10 per turn	◀ Start Receive a £10 present every time you pass
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If you'd like to find out how you can help and why everyone will benefit if you do, please contact your volunteering coordinator or email [info@numberpartners.org](mailto:info@numberpartners.org) [www.numberpartners.org](http://www.numberpartners.org)