

## Brownie Money Madness

Take a “cents-ible” and entertaining approach to financial literacy. First, learn about currency, then create a secure place for money. End by playing a rewarding game making decisions about earning, saving and spending money.

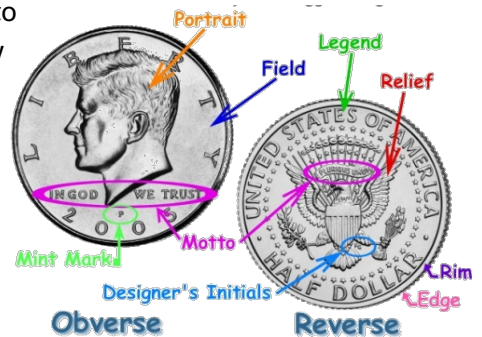
To earn the patch, complete one choice from step one and step two, then play either Money Madness (instructions below) or The Allowance Game (available for check out in council resource centers).



### Step 1. Learn about currency (choose one):

- Learn the difference between coins and tokens. (Have some available to compare, tokens can be found at Chuck E Cheese, Boomers, in board games, etc.). Then design your own token.
  - A coin is a piece of metal stamped and issued by the authority of a government for use as a medium of exchange or legal tender. They are standardized in weight, and produced in large quantities at a mint.
  - A token is a stamped piece of metal, used as a substitute for currency or a counter used in a game. Tokens are made by private companies, groups, or individuals and have more limited usage.
- Discover the anatomy of a coin. Use the terms (shown on image right) to compare the parts of a penny, nickel, dime and quarter. Using your new knowledge, design your own coin.

Image created by [www.coin-collecting-guide-for-beginners.com](http://www.coin-collecting-guide-for-beginners.com)



### Step 2. Make a safe place to keep money (choose one):

- Make a wallet or coin purse.
- Craft an individual piggy bank.

### Step 3. Money Madness instructions

- Choose a blend of 7–9 spend, earn and give activities. Substitution of activities and/or options are permitted and highly encouraged to match interests and skills (samples on reverse).
- Brownies do best when given the choice of purchasing actual items and completing a task; it is hard for them to make financial decisions without touching the item they are buying or being able to try a hands-on activity. Depending on girls’ maturity, choices between imaginary items may be added (see reverse for sample of an imaginary choice).
- Gather supplies and set up. Each girl receives a start up fund (suggested fund \$20 - two \$5 bills and ten \$1 bills). Play money can be found online. Google search keyword: free printable play money.
- An adult is the banker. At Spend and Give stations they collect payments. At Earn stations they disburse payments.
- Everyone must choose at least one option at every station; allow multiple purchases at select locations.
- At each station, facilitate a balanced discussion of each option with both pros and cons. Adults may share benefits, ideas and things to think about to help make decisions but should not lead towards specific option choices.
- After completing all stations, each girl counts up her funds.
- Compare purchases made versus the money left over. Evaluate the decisions. Were good choices made or would anyone have made different choices? Why?
- Wrap up by providing a fun craft or snack project on which each girl will spend individual proceeds. Provide a variety of items for each girl to purchase to make a craft or treat for herself.

## Sample Activities

### Spend

- ❖ **Pick a snack** – choose one or more options. *Is it better to get more plain cookies or is it worth the extra money to get fewer of the fancier cookies?*
  - 10 basic cookies (animal crackers, wafer cookies). – \$2
  - 2 upscale cookies (Girl Scout cookies, iced animal crackers, sandwich cookies). – \$4
- ❖ **You are going to the park. How will you get there? Walk or take a car?** – choose one.
  - Walk (group takes a walk). – free
  - Take the car (those choosing this option may ride in a wagon pulled by the walkers, ride their bikes, wait for the walkers or other option). – \$3
- ❖ **You are going to a party. What will you give as a gift?** – choose one. *Does spending more money automatically make something better?*
  - Make a card (provide paper and crayons). – \$1
  - Make a simple bracelet (using a pipe cleaner and 3 pony beads). – \$2
  - Make a fancy bracelet (provide a ribbon and allow choice of beads). – \$3
- ❖ **Buy a balloon.** – choose one (have a hand pump available). *Are you willing to pay someone to do something that you can do for yourself, even if it's hard?*
  - Blow it up yourself. – \$1
  - Have someone blow it up for you. – \$3
- ❖ *Imaginary choices* – **You want to watch a movie, which one do you choose?** – choose one.
  - Go to the local movie theatre and see the brand-new Disney movie. – \$3
  - See the brand-new Disney movie at an IMAX screen movie theatre. – \$6
  - Stay home and watch a Disney movie you already own. – free

### Earn

- ❖ **Clean up** - pick up toys, beans or rice and put in bag or basket – *Each girl MUST clean up for 60 seconds, if you stop before time is called you will have to pay me \$2, but if you go extra time you can earn extra money.*
  - Pick up for 60 sec. – required, no pay
  - Quit before 60 sec. – lose \$2
  - Pick up for 2 minutes. – get \$1
  - Pick up for 4 minutes. – get \$3
- ❖ **Toss the bean bag into the basket** – buy 1-3 tries, may buy one at a time or all three tries at the same time. *When I go to work I have to put gas in the car to get there and when we sell cookies we have to pay for the cookies; sometimes it costs money to earn money.*
  - Each try is \$1.
  - Maximum of 3 tries.
  - Earn \$2 if you succeed (one payout per person).
- ❖ **Help in the kitchen**– choose one or both.
  - Make fruit salad for one; cut fresh fruit into pieces, mix up and serve in bowl. – earn \$1
  - Clean up after yourself; collect eating utensils and dish, carry to sink, wash and dry.– earn \$3

### Give

- ❖ **Who do you want to help?** - can fund one or all (do not suggest donation amount, use pictures to represent different charities).
  - This little girl doesn't have a school; help her buy a book so she can learn to read.
  - Feed this hungry dog; help buy dog food for the animal shelter.
  - Pandas are losing their home; if you help save the jungle they will have a home.