

# **Junior Money Madness**

Take a "cents-ible" and entertaining approach to financial literacy. Learn the safest place to keep money, then earn and spend money. Track spending and use a new skill to play a rewarding game.

To earn the patch, complete step 1–3, then play either Money Madness (instructions below) or *The Game of Life* by Milton Bradley.



# Step 1. Banking basics

Go to your troop's or family's bank branch and meet with a banker, or invite one to a troop meeting. Have the banker explain different types of accounts—savings, checking and loan. Learn about interest and which accounts earn or charge interest. Learn the different ways to access money—checks, ATM, debit cards, and online.

### **Step 2. Earn and spend money**

With your troop or by yourself, make a list of at least ten jobs girls your age can earn money doing. In the next two weeks, do at least two of these jobs to earn spending money. Use some of the money to purchase yourself one healthy snack and one treat.

# Step 3. Keep track of money like a bank

Although online banking and debit cards have almost eliminated the need for check writing, you'll learn important skills by keeping a check register. With the help of an adult, complete a practice check for \$16.85, the cost of *The Girl's Guide to Girl Scouting*. Next, have the adult run through the steps to complete a check register, line by line—enter a \$100 deposit, record the balance, deduct the check amount from the account balance, record new balance and repeat (shown on reverse).

#### **Step 4. Money Madness** (an adult should read this step and prepare the game)

- Plan and prepare 6-8 "spend" and "give" choices (samples on back). Structure pricing so no one can spend more than the available funds. Be creative: Substitutions and additions are highly encouraged.
- Have a mix of actual and virtual items (either photos or descriptions) available for girls to purchase. Girls age 9–10 are more likely to reveal their true feelings about buying an item when they can touch or interact with it. They are still developing the ability to express their desire for representations and are beginning to be able to imagine what it would be like to have a product or use a service. Online shopping can be a good way to introduce virtual decision making.
- Gather supplies and set up. An adult should collect payments and make certain checks are filled out properly.
- Everyone must choose at least one option per station; allow multiple purchases at select locations.
- At each station, encourage the girls to have a balanced discussion of all options, considering both pros
  and cons. Adults should not lead discussions or drive girls towards specific option choices.
- After completing each station, each girl should balance her checkbook. After the game ends, reward thrifty girls with a surprise 10 percent interest payment.
- Compare purchases made versus the account balance. Evaluate the decisions. Were good choices made or would anyone have made different choices? Why or why not?
- Wrap up with a fun craft or snack project. Provide a variety of materials or ingredients for each girl to purchase with her individual leftover funds.

# **Check Register Sample**

Number	Date	Transaction Description	Payment, Fee, Withdrawal (-)		<b>√</b>	Deposi Credit (		\$ Balance	
		Opening Deposit				100	00		
		From walking neighbor's dog						100	00
1001		Girl Scouts San Diego	16	85				(16	85)
		The Girl's Guide to Girl Scouting						83	15
1002		Michaels	3	50				(3	50)
		Art supplies for Drawing badge						79	65

# **Sample Activities** (italics indicate directions/information for adults)

# Spend

- It's snack time. Choose one or more options. (Have healthy and indulgent offerings.)
  - Basic item—\$1.50
  - Upscale item-\$3.25
- ❖ You want to watch a movie, what will you do? Choose one.
  - Go see the latest release the first weekend. Get the popcorn, snack and drink combo.—\$14
  - Wait until the third weekend; eat lunch before you go so you're not hungry.—\$7
  - Go see the latest release the first weekend; eat lunch before you go.—\$9
  - Wait until the third weekend; get the popcorn, snack and drink combo.—\$12
- \* Add some flair to your hair! Choose one or more options.
  - Use colored chalk and water to put streaks in your hair.—\$4
  - Buy and clip in colored extensions.—\$10
- You are going to your BFF's birthday party. What will you give as a gift? Choose one.
  - Journal with a special message you've written—\$4.95
  - The shirt she wants from the mall—\$14.95
  - BFF bracelets for you and her-\$9.95
- The new school year is starting. What's your plan? Choose one.
  - Go shopping for a new backpack, new markers, new binder and other new school supplies.—\$24
  - Reuse last year's backpack, but buy new markers, new binder and other new school supplies.—\$9
  - Buy a new backpack, reuse binder, markers and buy needed school supplies.—\$16
  - Reuse last year's backpack, markers and school supplies. Buy new binder.—\$4
- Make yourself a bracelet. Choose one. (Have supplies and allow girls to craft their bracelet.)
  - Pony beads, string and gift wrap ribbon—\$3
  - Crystal beads, elastic, tulle strips and fabric ribbon—\$6
- **How will you make over your room?** Choose one.
  - Buy a poster of your favorite star, athlete or musician and hang it above your bed.—\$2
  - Paint your room your favorite color.—\$7

#### **Give**

- Who do you want to help? Fund one or all. (Do not suggest donation amount; use pictures to represent different charities.)
  - Locks of Love
  - Local animal shelter
  - World Wildlife Fund
  - Save the Children

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