

Deciding When to Save and When To Spend.

Try out this fun and simple lesson to help kids see first-hand what happens to money when they spend it and how it adds up each time they decide to save.

Save and Spend Wisely

The goal of this activity is for kids to learn about savings and spending wisely.

Supplies:

- 10 plastic cups.
- 5 cups are labeled “Save one coin”.
- 1 cup is labeled “Spend one coin” and features a picture of an ice cream cone.
- 1 cup is labeled “Spend one coin” and features a picture of a video game.
- 1 cup is labeled “Spend one coin” and features a picture of a pizza slice.
- 1 cup is labeled “Spend one coin” and features a picture of a teddy bear.
- 1 cup is labeled “Spend one coin wisely and earn 2 coins for making a good choice” and features a picture of crayons.
- 5 spongy balls.
- 30 plastic coins.
- Rolls of tape.
- B&W printout of puppy for colouring.

Step One.

Arrange cups in a pyramid format like this:



Step Two

The instructor shows five plastic coins and tells the kids that the coins are needed to begin the game. The goal is to save three of the five coins for the picture. While each kid takes a turn tossing the spongy ball into a cup, the instructor hands the student one spongy ball at a time and explains:

- For every spongy ball that lands in a “Spend one coin” cup, one of the five coins will be taken away.
- For every spongy ball that lands in a “Save one coin” cup, the kid will keep a coin.
- For every spongy ball that lands in a “Spend one coin wisely and earn two coins for making a good choice” the kid will earn two coins for making a wise spending choice.

After the first two spongy balls are tossed, the instructor will explain that a wolf is coming to visit, and the cups will be moved around to make it easier or harder, depending on how the student did with the first two spongy balls.

Step Three.

once all five spongy balls have been tossed into the cups, the instructor will show each kid how many coins he or she earned. If the kid comes up short the instructor can reward the student for his or her efforts to ensure each student has least three coins.



Step Four.

The instructor will tell student that he or she has earned the puppy and will hand each kid an activity book to continue the saving and spending adventure.