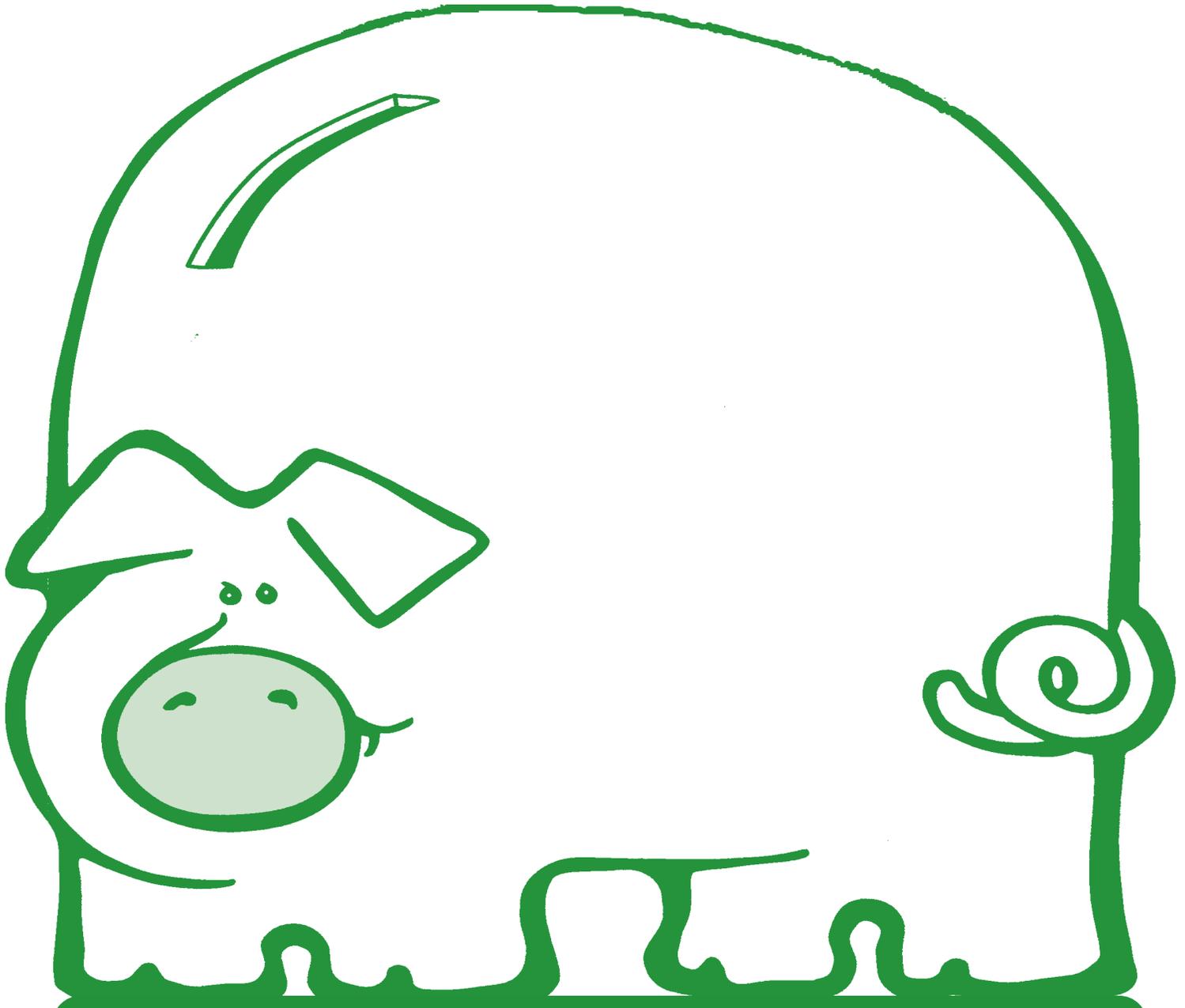

THE Allowance Game



IOWA STATE
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The Allowance Game

Purpose

Spending an allowance means making choices. There is never enough money for all the things we'd like. This game will help you decide what is more important to you.

How to Play

Round #1:

Today, each of you has a "20 bean" allowance. Go through all the choices in "The Allowance Game." Make one choice in each area and fill the box[es] with a bean or beans. Instead of beans, you can use a pencil to mark up to 20 boxes. ☒

Example

You choose to spend part of your allowance on snacks and drinks. You usually buy candy, gum, or pop from convenience stores or vending machines. Under the snack category you would put beans or marks in the boxes by this choice.

Snacks, Drinks, or Meals

- a. fix snacks & meals at home
- b. buy school lunch
- c. convenience stores, vending machines
- d. fast food

Discussion Questions

Compare your spending choices to those of other players. What did you spend your money on? How do your values, goals, and past experiences affect spending choices? What did you learn about yourself from this activity?

Round #2:

Your allowance has now been cut to 12 beans. Decide what you are willing to give up or change in order to cut the

eight beans. If you are using marks, complete 12 boxes with marks as follows: ✕

Discussion Questions

- How does your spending change?
- What was the first item you gave up? Why? What was the last item you gave up? Why?
- What was easy about choosing between options?
- What was difficult about choosing between options?

Optional Round #3:

Work together as a family with one or two others to decide how you would spend the 12 bean allowance.

Final Thoughts

- What did you learn about yourself from this activity?
- What did you learn about making decisions?
- How will you use what you have learned to make money management decisions?



Recreation

- a. spend time with friends at home or in a park
- b. in-line skate, bowl, swim, or fish
- c. rent video or computer game
- d. attend movie at theater with snack



Savings

- a. small change in piggy bank
- b. regular deposits in a savings account
- c. regular purchase of savings bond

**Snacks,
Drinks,
& Meals**



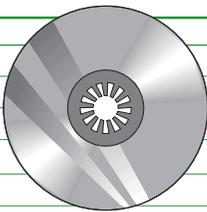
- a. fix snacks and meals at home
- b. buy school lunch
- c. convenience stores, vending machines
- d. fast-food

**Sports
Equipment**



- a. borrow
- b. rent
- c. buy used
- d. buy new

CD's & Tapes



- a. listen to radio or borrow from library or friend
- b. buy used at garage sales or resale store
- c. buy new at specialty stores or buy kits

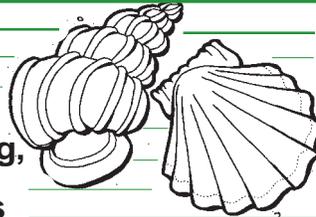
Clothing



Clothes

- a. mix and match current clothes
- b. shop at garage sales or resale store
- c. shop at discount store
- d. shop at department store

**Hobbies,
Collecting,
Books,
& Games**



- a. borrow or trade, use supplies on hand
- b. buy used or at discount store
- c. buy new, at specialty stores, or buy kits

Gifts



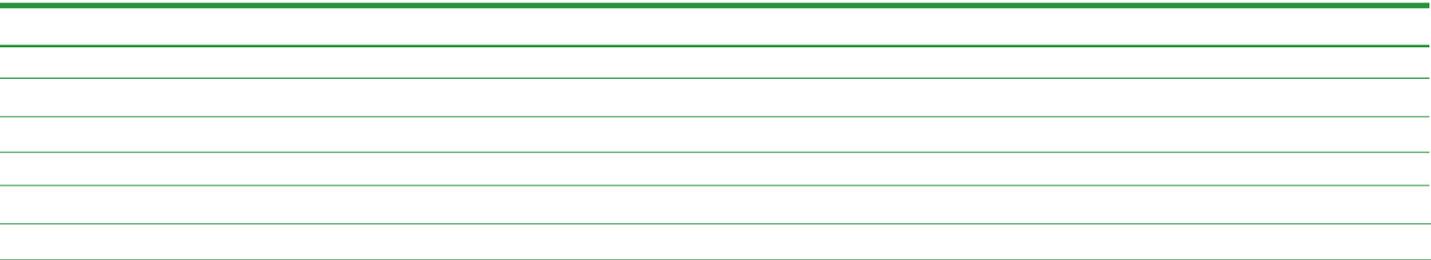
- a. make your own
- b. cards and small gifts on special occasions
- c. expensive gifts for everybody

**More
Choices**



(you may select more than one)

- a. magazine subscription
- b. dance, fitness, or music lessons
- c. phone in bedroom
- d. tickets to game or concert



File: Economics 3

Adapted by Iowa State University Extension field specialists Annette Brown (youth), and Donna Donald, Janet Garkey, Mary Beth Kaufman, and Sue McDonnell (family resource management), with assistance from Elizabeth Kiss, extension specialist, Human Development and Family Studies (HDFS). Based on The Spending Game, Pm 1103, originally prepared by Cynthia Needles Fletcher, extension specialist, HDFS.

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