

Daisy Money Madness

Take a “cents-ible” and entertaining approach to financial literacy. First, learn about different types of currency. Next, play a rewarding game and make decisions about earning, saving and spending money.

To earn the patch complete one activity from “Learn About Currency” and then play either Money Madness (instructions below) or The Allowance Game (available for check out in council Resource Centers).



Learn About Currency (choose one):

- Take a field trip to a local bank to look at different coins and bill denominations.
- Invite a coin collector to a meeting to share their collection.
- Visit a currency exchange business; view money from around the world.

Money Madness instructions

- Choose a blend of 7–9 spend, earn and give stations (samples on reverse). Daisies 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. Substitution of activities and/or options are permitted and highly encouraged to match interests and skills.
- 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.
- Talking points are *italicized* to assist in leading discussions.
- 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 spends individual proceeds. Each participant buys items to make a craft or treat for themselves. Provide a variety of items, e.g. beads, ribbon, charms or ice cream and toppings, for purchase.

Sample activities and pricing

Spend

- ❖ **Pick a snack** – choose one or more options. *What the difference between the three treats? Why did you choose the apples; is it because it is a healthy choice, the lowest cost or because you like them?*
 - Apples or healthy snack. – \$1
 - Small lollipop. – \$2
 - One Tablespoon chocolate chips or fun size candy bar. – \$4
- ❖ **Decorate your hair** – choose one *Do you want something that lasts one day or something that lasts longer? Value is important to consider when the price is the same.*
 - Glitter hair spray. – \$2
 - Inexpensive flower or jeweled hair clip. – \$2
- ❖ **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 options). – \$3
- ❖ **You are going to a party. What will you give as a gift?** – choose one.
 - Make a card (provide paper and crayons) – \$1
 - Make a simple bracelet (using one pipe cleaner and 3 pony beads). – \$2
 - Make a fancy bracelet (provide ribbon and allow choice of beads). – \$3
- ❖ **You get to blow bubbles. Do you want to buy your own or take a turn?** – choose one. *Does fun always have to cost money?*
 - Take a turn (provide group bottle). – free
 - Buy a bottle (have a favor size bottles for purchase). – \$3

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 a hula hoop over a cone** – 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).
- ❖ **Take care of your dog** – choose one or both.
 - Feed pet, measure exactly one cup, take to bowl 25' away without dropping any (if any food is dropped, clean up, return to start and begin again). – earn \$1
 - Clean up after dog - clean chocolate pudding off wax paper with paper towel. – earn \$5

Give

- ❖ **Who do you want to help?** - can fund one or all (use toys to represent charities e.g. doll with book, stuffed animals. Givers receive a sticker or hand stamp for each charity they donate to as a thank you).
 - This little girl doesn't have a school; help her buy a book so she can learn to read. – \$1
 - This dog needs a home, you can adopt him at the local shelter – \$1
 - Tigers are losing their home; if you help save the jungle she will have a home. – \$1