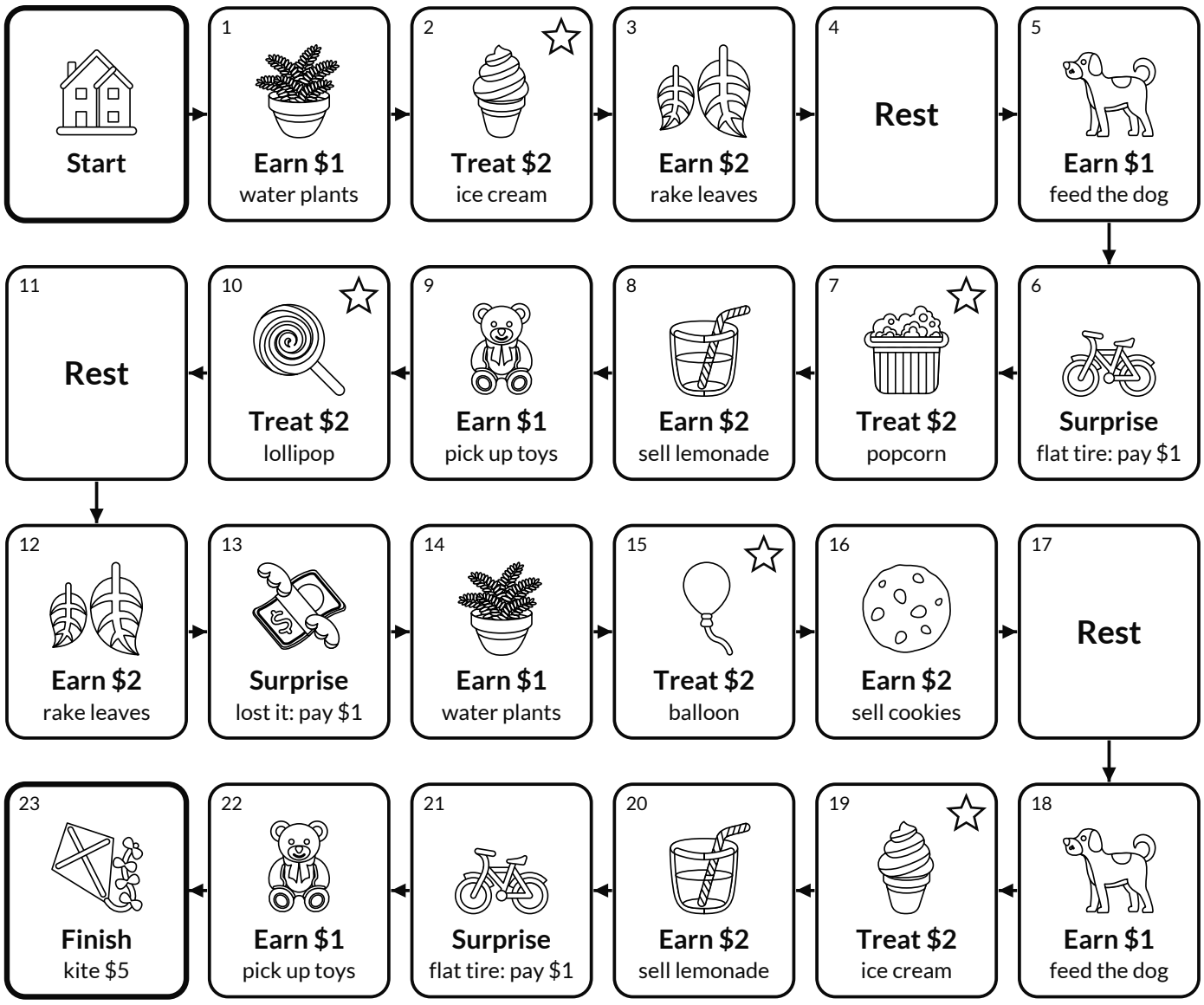
Save for the kite

A board game for 2 players. Spin, move, and decide each time: spend it now, or save it for the kite?

Name: _____ Date: _____

Earn money on the way. Buy treats if you want. Get to the Finish with $5 to buy the kite. The rules are on page 2.



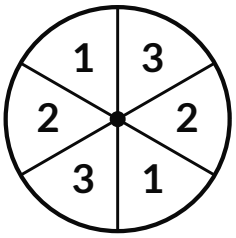
Earn: color coins. Treat: $2 buys a star. Surprise: pay $1. Rest: nothing happens.

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How to play

1. Each player cuts out a savings jar below and finds a game piece, like a button or a coin. Put both pieces on Start.
2. Take turns. Spin the spinner and move that many squares.
3. Earn square: color that many coins in your jar. Each coin is $1.
4. Treat square: you may buy the treat. Cross out 2 colored coins and color 1 small star. Or skip it and save.
5. Rest square: nothing happens. Wait for your next turn.
6. Surprise square: cross out 1 colored coin. If your jar has no colored coins, move back 2 squares and do nothing there.
7. You do not need an exact spin to reach the Finish. At the Finish, if you have $5 or more, buy the kite: cross out 5 coins and color the big star. The big star counts as 5 stars.
8. When both players reach the Finish, count your stars. The most stars wins. Same number? It is a tie.



The spinner: put a pencil point through a paper clip on the center dot. Flick the clip. No paper clip? Roll a die instead: 1 or 2 means move 1, 3 or 4 means move 2, 5 or 6 means move 3.

Cut on the dashed lines to make 2 savings jars.

Player: _____



Player: _____



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For grown-ups

What this sheet practices

SS2E4: the costs and benefits of saving and spending. A treat gives a star right away, which is the benefit of spending. Its cost is $2 less in the jar, so the kite may be out of reach. Saving gives the chance at the big star and a cushion for surprise squares. Its cost is skipping the treats.

How to use it in 5 to 10 minutes

Cut out the jars and set up the board. Help your child read each square. The first time a Treat square comes up, stop and ask, “What do you get if you buy it? What do you give up?” A game takes about 10 minutes.

Answer key and what to look for

There is no single right way to play, and that is the point. In test games, a player who skipped every treat reached the kite much more often than a player who bought every treat. A player who bought one treat sometimes won. Look for your child naming both sides of a choice: what they get and what they give up.

Check the jar: colored coins count as saved, crossed-out coins are spent. A player with no colored coins on a Surprise square moves back 2, which shows one benefit of savings: they cover surprises.

One question to talk about

“Was the treat worth it? What would you buy if you saved every dollar from this game?”