

1

START

ALL PLAYERS RECEIVE
£1500

2



REWARD
You find a lost cat
and collect £10

3

COLLECT
£10
INTEREST

4

BUY

Time to get
some transport.



Throw the dice again,
if you get a 1 or 2, you buy
a bus pass for £10.

If you get 3 or 4, buy a
bike for £100.

If you get 5 or 6, buy a
car for £500.

5



BILL
Time to pay the gas company.

PAY £20

6

ANTIQUE
That dusty old teapot turns
out to be worth something.



COLLECT
£100
when you sell it.

7

LOTTERY

All players take £10 from their
total. Then everyone chooses a
number between one and six.
Throw the dice and if your number
comes up you win £40.

If there is no winner – roll again.

14

Happy Birthday



COLLECT £20
from every player

13

INVESTMENTS
Good day on the stock market.



COLLECT £200

12

WINNER
Win a wildlife
photography competition.



COLLECT £100

11

LOTTERY

All players take £10 from their
total. Then everyone chooses a
number between one and six.
Throw the dice and if your number
comes up you win £40.

If there is no winner – roll again.

10

TAX BACK
Inland Revenue realise you
have paid too much.



COLLECT £200

9



BILL
Dentist says you need lots
of dental work.

PAY £100

8



INSURANCE

Landing on this square means that
the player can ignore the next bill
they land on.


15



INSURANCE

Landing on this square means that
the player can ignore the next bill
they land on.

16



BILL
Time to pay the rent
(council tax included).

PAY £400

17

BUY

Time to get
some clothes.



Throw the dice again,
if you get a 1 or 2, you raid
the sales for £10.

If you get 3 or 4, hit the
high street for £100.

If you get 5 or 6, go
designer for £500.

18



BILL
Time to pay the
electricity bill.

PAY £20

19

MOVE



**GETTING AHEAD
OF YOURSELF**
Move back two places.

20

GO BUST
You lost all of your money in a
bad business decision.
Bad luck!

If you have £0 or less – there's nothing to lose.

21

LOTTERY

All players take £10 from their
total. Then everyone chooses a
number between one and six.
Throw the dice and if your number
comes up you win £40.

If there is no winner – roll again.

28

COLLECT
£10
INTEREST

27

BONUS



£100 BONUS

You have worked so hard
your boss gives you a

26

LOTTERY

All players take £10 from their
total. Then everyone chooses a
number between one and six.
Throw the dice and if your number
comes up you win £40.

If there is no winner – roll again.

25

INVESTMENTS
Bad day on the stock market.



LOSE £200


24

MOVE



HURRY UP
Move on two spaces.


23



BILL
Time to pay off that
credit card bill.

PAY £100

22



INSURANCE

Landing on this square means that
the player can ignore the next bill
they land on.

29



BILL
Time to pay the water
and sewage bill.

PAY £20

30

BUY

Time to buy
some food.



Throw the dice again,
if you get a 1 or 2, you have
beans for a month for £10.

If you get 3 or 4, have a months
worth of nice meals for £100.

If you get 5 or 6, throw a dinner
party every night for £500.

31



BILL
Time to pay for your insurance.

PAY £30

32

GET PAID

COLLECT
£1500

Work out your total.
The game ends when
everyone reaches this square.
The player with the most
money is the winner!

Money game



Supporting learning

Can you beat everyone in the
race to get the most money?

You need 2-4 players. The youngest player
goes first. Stand on 'Start' and throw the
dice. Each square contains instructions on
how to move. Keep track of your money by
using the scoreboards around the sides.
Do you think it's really this hard to keep
track of your finances?