

Ed's Bank: Game Overview

Game: Ed's Bank

Topic: Saving, spending

Source: Practical Money Skills

Recommended Age: 1-3rd grade

Length of Game: 5 minutes

URL: <http://www.practicalmoneyskills.com/english/resources/games/>

Technical Requirements:

- Computer with internet access
- Macromedia Flash Player (free download link on website - <http://www.practicalmoneyskills.com/english/resources/about/software.php>)

How to Use This Game:

- This game would be most helpful accompanied by a lesson on saving and spending – the importance of saving, the relative value of purchases, different things the kids could get excited to save for, etc. Click here for the [Saving & Investing Lesson Grades 2-4](#).

What Will the students Learn?

- This game will re-enforce any principles about saving and spending that the kids are learning in their classroom time.
- Kids will get a chance to think about their spending choices and the advantages and disadvantages of spending on different items.
- Kids will get to see their savings increase if they make wise and restrained spending decisions (and vice versa!).

How to Play:

- From the Games main page, scroll down and click on "Ed's Bank."
- A pop-up will appear with the game. Click "Begin."
- Read the instructions that will appear and click "Continue."
- A pig will appear on the next screen, with coins rolling by above him. To "save" money, click the coins, drag them to the pig, and release (works best if you release the coin near the coin slot on the pig). Continue until the time runs out. The dollar amount in the middle of the pig indicates how much you have saved.
- When the time is up, the screen tells you how much you have saved. You can choose to "Save More," which takes you back to the pig screen, or "Go To Store," which takes you to the Store.
- At the store, you can choose to buy cd's, a ball cap, a can of soda, bubble gum, sunglasses or a cheeseburger. These are all fairly realistically priced.
- When you buy something, Ed appears on the screen with the purchase and a silly reaction. You can then choose to "Save More" or "Go to Store."