

Piggy Bank Tag: Game Overview

Topic: savings, coin recognition, spending decisions

Targeted Age: Grades 1-4

Objectives:

- To understand coin values
- To recognize the value of saving and gaining interest
- To understand the relationship between money earned and purchasing

Materials Required:

- 1) Set up your store:** Find 10-15 items, or pictures of items, to be placed in your "Thrift Store," and price them. (You should call it a thrift store so that you can have very cheap prices.) You should have a mix of very inexpensive items, like pack of gum for .25, and more expensive items, like a \$4 baseball bat.
- 2) Create your coins:** Make large images of coins (nickels, dimes, quarters, and half-dollars) and print out/cut up. Make more lower-value coins and fewer quarters and half-dollars. It's best if the coins are large enough to be held with two hands, and you will want them to be made out of something sturdier than paper, such as cardstock or cardboard.
- 3) Review the *Piggy Bank Tag Game Diagram*** (see Appendix 1). Create an area in your gym, large room, or outdoor yard/field that matches the diagram (three concentric circles).

How to Play:

- 1)** Select 10-15 children to be the coins. Give each one of them a "coin" to hold. The kids who are coins will stand in a circle, facing inward, holding their assigned coin behind their back.
- 2)** Make a few teams of 3 kids each. These children will be the Savers. One at a time, each Saver will stand in the "starter circle" in the center of the larger circle of "coin" children. In between these two circles will be another concentric circle that represents the Piggy Bank (mark with masking tape indoors or cones outdoors).
- 3)** At your command (whistle, or shout of "start"), the coin children will move quickly (moving in a sideways sort of shuffle, keeping the coins behind their backs) around their circle. Meanwhile, the Saver will race out of the starting circle and tag a coin, leading that child back into the Piggy Bank circle. Then the Saver can run out from the Piggy Bank circle to the larger coin circle and tag a second coin child, a third coin child, etc., each time bringing that coin kid into the Piggy Bank circle. At the end of the time period (30-45 seconds will probably be good), yell or whistle to stop play. At this command, all movement should cease. Now the coin kids who were tagged and are inside the Piggy Bank circle will show their coins and the Saver will add these up. The leader will then record the total saved (such as "Red Team Saver #1 = \$1.55")
- 4)** Now let a Saver from the next team come into the circle. All the coin children should return to the coin circle. The coin children who were tagged can be replaced with new kids (if you have a large group). If your group is small, the

same kids can return and be a coin again – but they should exchange coins secretly with other members of the coin circle (so that the next Saver won't know which kids are holding the more valuable coins).

- 5)** Repeat this process with the team members from each team. When the first team's 3 savers have all completed their round, play should be suspended momentarily as the first team members go visit the Store. (The "Store" –a desk or table with the product and prices displayed, should be located close by where the game is being played, so that all kids can watch the teams make their decisions.)
- 6)** The first team can then decide whether to spend their earnings on items in the store (whatever they can afford); OR spend some of their coins but save the rest, OR choose to save the entire amount earned in this round. If they choose to save the entire amount, (i.e. buy nothing), they will receive an extra .50 in interest. The leader should record the first team's spending and/or savings decisions. As each subsequent team of three finishes, they also will go to the Store and make their spending or savings decisions. *(NOTE: You can decide whether the children will actually possess the items selected in the Store, or whether they simply put them on their purchased list but don't actually get to keep them.)*
- 7)** Keep repeating the play until all the teams are finished. (Depending on the size of your group, you may want to run one more than one game simultaneously. You may also want to play the game on several different days, so that all children have a turn as a Saver.)
- 8)** After every team has completed two rounds, and visited the Store, the game is over.
- 9)** Gather all the children together and review the results of the teams aloud with the group. (Example: "Well, the red team ended up with a baseball bat, a pack of gum, and .35; the blue team ended up with \$1.25 and three candy bars, and the green team ended up with 4 packs of gum, a baseball cap, a bandana, and .10.") Ask the kids to talk about which teams they think made the best decisions. All the kids who were coins can then vote for the team they think made the smartest decisions. The team with the most votes wins.

APPENDIX 1

Piggy Bank Tag Set-Up Diagram

There should be about 12-15 yards between the center of the Starter Circle and the ring of kids around the Coin Circle. The Piggy Bank Circle needs to be marked with tape or cones.

