CHANDPION · · ·

PARTY

is hereby recognized for their ability to plan the most entertaining or creative party while keeping expenses within budget!

AWARDED BY.

ON THIS DATE OF _

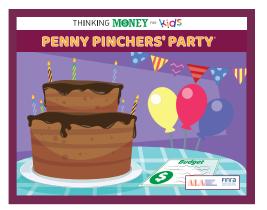
THINKING MONEY FOR KIDS

ALA American Library Association FINCE Investor Education FOUNDATION.

INSTRUCTIONS

Penny Pinchers' Party

ids become party planners, creating Planning Boards for their clients while staying on budget. With a budget of \$100, the players take turns selecting items from a party warehouse managed by the program facilitator. After five turns, players share their plans with the group and explain their choices. The



facilitator, or the group as a whole, may opt to select a Party Champion—the participant who plans the most entertaining or creative party while keeping expenses within budget.

Financial Literacy Components

Participants will:

- Understand what a budget is and how it is useful
- Understand basic business relationships (customer/provider)
- Understand that value can differ from cost (i.e., that fun does not necessarily mean expensive, or vice versa)

Staff / Volunteers Needed

1–2. If available, a second adult can serve as timekeeper while the facilitator manages the party warehouse and handles transactions.

Group Size

2–18. There are 6 Planning Boards. The game can accommodate more players if participants work in teams.

Recommended Age

Ages 5–12. The game includes addition and subtraction but no reading.

Recommended Program Time

30 minutes

Materials

- Facilitator Script Play Money
- 6 Planning Boards 2 sets of 34 Party

Pieces

- 6 Party Cards
- A table or flat surface to hold the items and provide a workspace for the participants (provided by the library)
- Timekeeping Device (provided by the library)
- **Online Downloads** (see Program Variations)

Setup

Before participants arrive, set up the game materials on a table or other flat surface. Arrange the Planning Boards with room between them to accommodate individual or team-based play. Place \$100 of play money next to each Planning Board. Place the Party Pieces in a central area that all players can see.

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Sample Party Pieces from the Party Warehouse

Instructions

- Determine the type of party the participants will plan, either by choosing a Party Card randomly or selecting a card that aligns with your group's interests.
- Taking turns, participants choose an item from the party warehouse to add to their Planning Board. Some items cost money, but others are free. The facilitator displays the items, collects payments, and makes change.
- Give each player a time limit (for example, 30 seconds) to choose an item. This will keep the game moving quickly.
- After their first turn, participants may use their turn to return a previously purchased item to make room in their budgets for a new purchase, as in exchanging an item at a store.
- The game ends after five turns, though it may be extended for additional turns if time allows.

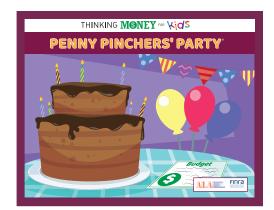
Program Variations

- Kids can color their own Party Pieces. Visit the Thinking Money for Kids website (ala.org/thinkingmoneykids) for printable sheets of Party Pieces.
- Kids can brainstorm their own party themes.
- **Replace the Party Pieces with items from kids' imaginations** or with actual items collected from around the library. Start the game by assigning a price to each item.
- Using the above program variations, use the winning program as the basis for an actual children's program (for example, plan a craft party for \$25 and then host it in real life).



FACILITATOR SCRIPT

Penny Pinchers' Party



Who here has been to a party? What kind of party was it?

(Wait for kids to respond. Confirm their responses.)

What kinds of things did you do at that party?

(Wait for kids to respond. Confirm their responses.)

What makes a party fun?

(Wait for kids to respond. Confirm their responses.)

Do you buy things for parties? What kinds of things?

(Wait for kids to respond. Confirm their responses.)

Have you ever made something for a party? What kinds of things?

(Wait for kids to respond. Confirm their responses.)

What kinds of things at a party do you think might be expensive?

(Wait for kids to respond. Confirm their responses.)

What kinds of things at a party do you think might not be expensive?

(Wait for kids to respond. Confirm their responses.)

Today, all of you will be expert party planners. (*Optional: You might even become a Party Champion.*) Each of you has \$100 in play money and a Planning Board in front of you. Let's all count our money to make sure we have the correct amount.

(Count money.)

Does everyone have \$100? That is your party budget.

We'll take turns spending money to buy things for your party (show the Party Pieces). After you buy something, you'll stick it to your Planning Board. Pay attention to your budget! You cannot spend more money than you have. Your money has to last for five rounds.

If you are running low on money, or if you change your mind about a purchase, you can use your turn to exchange it. That means you can return your original purchase, get your money back, and buy something new.



Sample Party Pieces from the Party Warehouse

After five turns, we'll all share our parties with the group and decide who used their budget the best!

Any questions?



Download the Party Champion certificate from the Thinking Money for Kids website (ala.org/thinkingmoneykids)

Debrief / Reflection Questions

Each participant or team describes their party and the spending choices they made. If you like, you may designate a Party Champion, either based on remaining budget or by inviting kids to vote for their favorite party, excluding their own. Engage participants in a brief conversation using the following questions:



- Did you have money left at the end?
- What were some of your favorite party items?
- Was the most expensive party always the best party?
- What were some of your favorite party items that were inexpensive or free?
- Did you have to return items to make sure you had money at the end?

