

# Show Me the Money – Game (Pay Day – Personal Accounting Lesson 2)

**SUBMITTED BY:** WGYP Summer Educator

**SUBJECT(S):** Accounting

**GRADE LEVEL(S):** 9, 10, 11, 12

## ≡ OVERVIEW:

In this second lesson, students will practice what they learned about recording journal entries for personal accounting by playing a game.

## ≡ NBEA STANDARD(S):

- Accounting, V. Accounting Process

## ≡ WHARTON GLOBAL YOUTH PROGRAM ARTICLE:

- [“5 Takeaways from Today’s Board Game Revival”](#)

## Common Core Standard(s):

- CCM Standard for Number and Quantity Overview: Use properties of rational and irrational numbers.

**Objectives/Purposes:** In this second of two lessons, students will practice what they learned in a previous lesson about keeping a balanced budget and recording entries by playing the game Show Me the Money.

## Other Resources/Materials:

- Checkbook Registry Worksheet (from Pay Day — Personal Accounting lesson) for game [Show Me the Money](#) (one per student)
- Board Game, Cards and Instructions for Show Me the Money (one per group)
- Dice

## Activity:

1. Do Now: What is the purpose of keeping a balance sheet? When you use a checkbook registry, what do you include? (5 mins)
2. Teacher will go over the directions/instructions for the game. (10 mins)
  1. *The game board is in the shape of a calendar. The goal is to get from the first of the month to the last day of the month with a positive balance sheet.*
  2. *To move you will roll the dice. If you roll a 1, 3 or 5 you will move forward that many spaces and then follow the instructions on the space. If you roll a 2, 4 or 6, you will move that many spaces back, and then follow the instructions on the space. If you can't move back anymore, stay at the 1<sup>st</sup> day of the month until you can move.*
  3. *Each space is either blank, says pick a student job card or pick a spending card. If you land on a blank space just wait for your next turn. If you land on a student job spot, pick up a card from the pile. Remember to record the information in your checkbook registry. If you land on a spending card, pick up a card from that pile. Remember to record the information in your checkbook registry.*
  4. *Remember to be careful of the dates you are recording information, because you might have to go back.*
  5. *Once you have reached the end of the month wait for the remaining players. Once everyone is finished go through each player's registry and check for accuracy. If it is wrong, that player is automatically eliminated.*
  6. *Based on the players left, the winner is the person with the most amount of money, or least amount owed.*
3. Students play game. (25 mins)
4. Wrap Up: What did you learn from the game? (5 mins)

**Practice Outside of the Classroom:**

A good extension would be for students to go home and make a personal budget and spreadsheet.

**What Worked and What I Would Do Differently:**

It is important for students to remember the purpose of the game is for them to learn and practice with balance sheets. As the students play it might be good for the teacher to walk around and ask questions about the accounting side of the game. This lesson could also be extended into a math class. Students might be using some calculations.

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