





University of Arkansas, United States Department of Agriculture, and County Governments Cooperating

The Spending Game for Youth

Purpose

Spending money means making choices. There is never enough money for all the things we'd like. This game will help you decide what is more important to you.

How to Play Round #1:

Today, each of you has a "20 token" allowance. Go through all the choices in "The Spending Game." Make one choice in each area and fill the box or boxes with a token or tokens. Instead of tokens, you can use a pencil to mark up to 20 tokens.

Example

You choose to spend part of your allowance on snacks and drinks. You usually buy candy, gum or a soft drink from convenience stores or vending machines. Under the snack category, you would put tokens or marks in the boxes by this choice.

Snacks and Drinks

- a. Fix snacks at home
- b. Convenience stores, vending machine
- c. Fast food restaurant

Discussion Questions

Compare your spending choices to those of other players. What did you spend your money on? How do your values, goals and past experiences affect spending choices? What did you learn about yourself from this activity?

Round #2:

Your allowance has now been cut to 12 tokens. Decide what you are willing to give up or change in order to cut the eight tokens. If you are using marks, complete 12 boxes with "X".

Recreation	Snacks and Drinks
a. Spend time with friends or family at home, playing board games, hiking, going to a park or other no-cost activity	a. Fix snacks at home b. Purchase at Convenience stores or vending machines c. Purchase fast food
b. Skate, bowl, swim, fish	d. Order food from delivery services
c. Download movie or game d. Attend movie at theater with snack	f. Go to sit down restaurant
e. Purchase video game or game currency	Sports & Hobbies a. Borrow equipment or supplies
f. Escape room, jump park, laser tag	 b. Buy used equipment of supplies b. Buy used equipment or supplies c. Buy new equipment or supplies
Savings	d. Private lessons
a. Save change in a piggy bank b. Regular deposits in a savings account	Use the local library to borrow books, download audiobooks, ebooks, magazines, movies, TV shows, graphic novels, and music; attend library events, use library WIFI.
c. Regular purchase of savings bond Savings bonds earn interest. Interest is money paid back to the saver for investing their savings in a company, govern- ment, or other organization.	 a. Listen to free streaming with ads b. Purchase streaming (music, tv/movies, games) without ads c. Buy records
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Clothing	Hobbies, Collecting, Books and Games	Gifts & Giving
 a. Mix and match current clothes. Alter, mend, or adorn existing clothes b. Purchase at garage sales or trift store c. Purchase at discount store d. Purchase at department store e. Purchase at specialty shop or purchase exlusive brands f. Purchase subscription service for clothing 	 a. Borrow or trade, use supplies on hand b. Buy used or at a discount store c. Buy new at a specialty store Phone a. Use parent's/guardian's phone b. Buy basic phone and basic plan with limited minutes c. Buy latest phone data 	a. Make your own or give gifts of your time and skills b. Give cards b. Give small gifts on special occasions like Mother's Day, birthdays, etc. c. Expensive gifts for everybody on holidays, birthdays, and other occasions More Choices You may select more than one. a. Magazine subscription b. Dance, fitness or music lessons c. Tickets to concert or sports event Give money to a charity or non-profit organization. d. Small, occasional donation e. Regular weekly donation f. Large donation

Needs and Wants

Is it something you need or something you want?

Needs—Needs are basic or necessary to survival. These are things that if not met may harm health, safety or wellbeing. Needs are usually few, but costly.

Wants—Wants are things that make our lives more comfortable and enjoyable. Wants provide lifestyle. Wants are limitless.

For example, we need food, clothing, shelter, and physical and emotional care. We need water, we want soft drinks. We need shoes; we want the latest style or several pairs of shoes. There are lots of choices in between.

Usually, we have fewer needs than wants. However, the things we need such as a place to live and food can cost a lot. Wants are limitless.

A good spending plan pays for needs before paying for wants.

The Cooperative Extension Service provides trusted information to improve your quality of life. Contact your County Extension Office to learn more about:

- Health & Wellness
- Food & Nutrition
- Financial Management
- Family Life
- Personal Development

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4-H is the youth development program of the Cooperative Extension Service. Contact your County Extension Office to find a club near you. Join the fun!



Reference: The Allowance Game, Iowa State University Extension. Contributors: Thank you to the FCS Agents and other Extension professionals who served as reviewers and provided suggestions for edits.

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