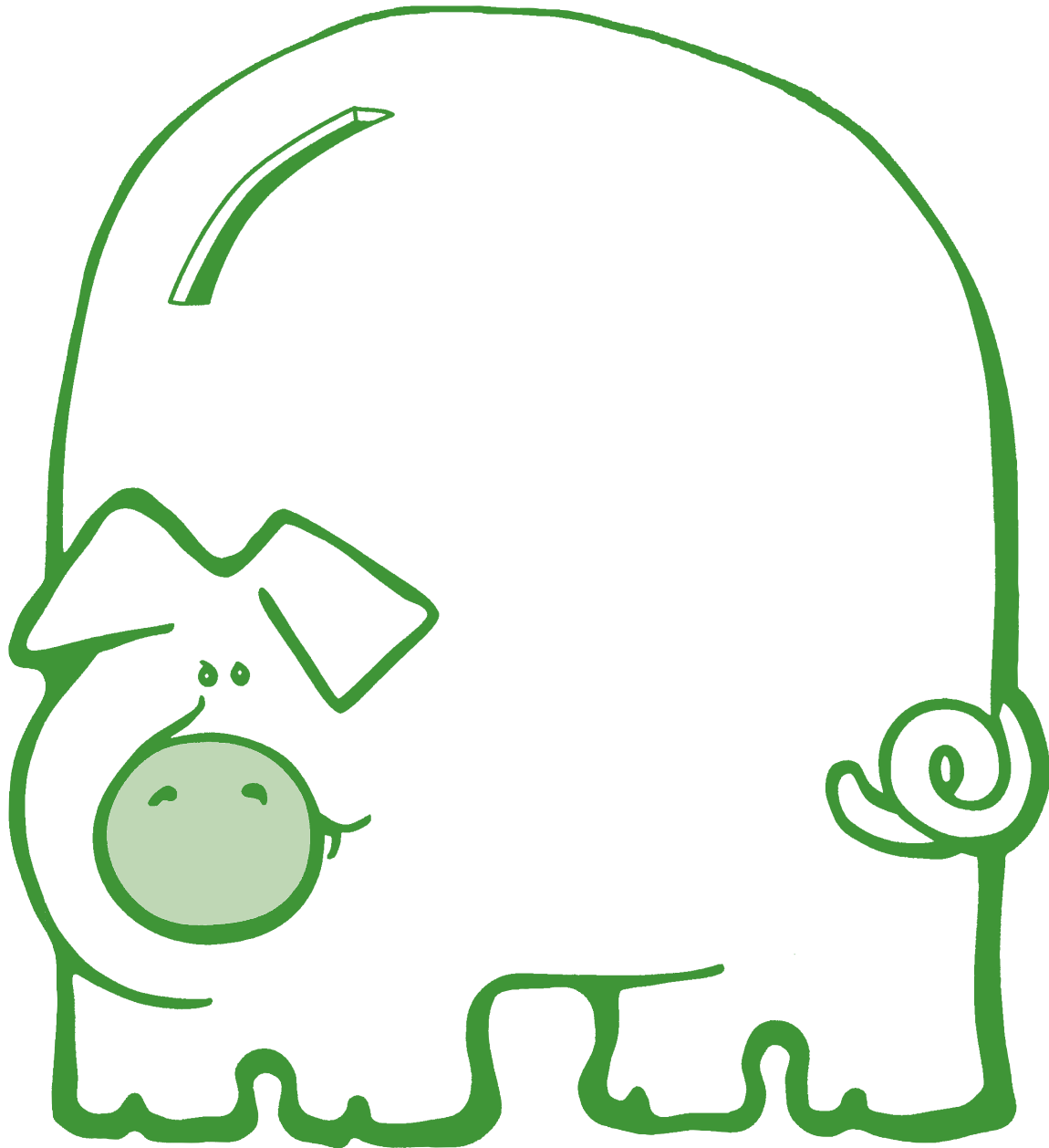


# THE Allowance Game



IOWA STATE UNIVERSITY  
University Extension

PM 1776 Revised July 2009

# The Allowance Game

## Purpose

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

## How to Play

### Round #1:

Today, each of you has a "20 bean" allowance. Go through all the choices in "The Allowance Game." Make one choice in each area and fill the box[es] with a bean or beans. Instead of beans, you can use a pencil to mark up to 20 boxes. ☐

### Example

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

## Food

- a. fix snacks & meals at home
- b. buy school lunch
- c. convenience stores, vending machines
- d. fast food

## 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 beans. Decide what you are willing to give up or change in order to cut the eight beans. If you are using marks, complete 12 boxes with marks as follows: ✕

## Discussion Questions

- How does your spending change?
- What was the first item you gave up? Why? What was the last item you gave up? Why?
- What was easy about choosing between options?
- What was difficult about choosing between options?

## Optional Round #3:

Work together as a family with one or two others to decide how you would spend the 12 bean allowance.

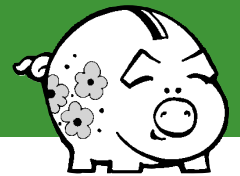
## Final Thoughts

- What did you learn about yourself from this activity?
- What did you learn about making decisions?
- How will you use what you learned to make money management decisions?



## Recreation

- a. spend time with friends at home or in a park
- b. rent DVDs
- c. skate, bowl, swim, bike, fish, sport event
- d. attend movie at theater with snack



## Savings

- a. small change in piggy bank
- b. regular deposits in a savings account



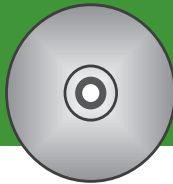
### Food

- a. fix snacks and meals at home
- b. buy school lunch
- c. convenience stores, vending machines
- d. fast food



### Sports Equipment

- a. borrow
- b. rent
- c. buy used
- d. buy new



### Music and Movies

- a. listen to radio, TV, or borrow from library or friend
- b. rent or download
- c. buy used at garage sales or resale store
- d. buy new at specialty stores



### Clothing

- a. wear clothing in closet
- b. buy at garage sales or secondhand store
- c. shop at discount store
- d. buy name brand clothing



### Hobbies, Collecting, Books, & Games

- a. borrow or trade, use supplies on hand, use library
- b. buy used or at discount store
- c. buy new at specialty stores



### Gifts

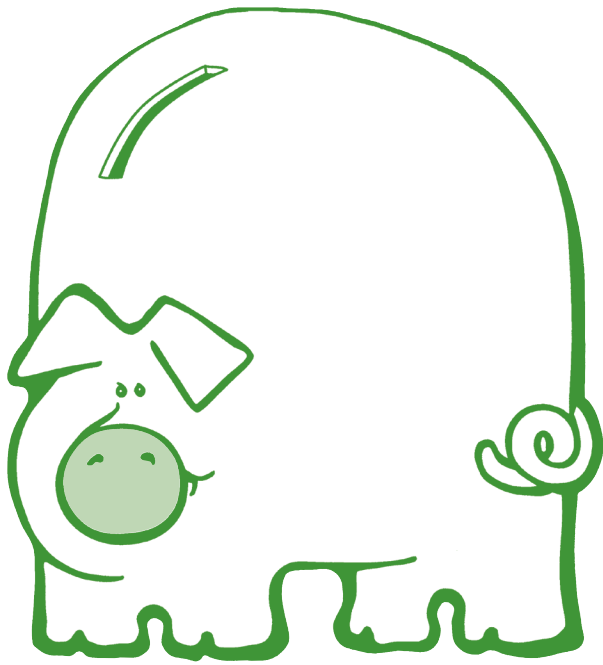
- a. make your own with supplies on hand
- b. cards and small gifts on special occasions
- c. frequent gifts for family and friends



### More Choices

(you may select more than one)

- a. magazine subscription
- b. dance, fitness, or music lessons
- c. cell phone
- d. tickets to game or concert
- e. electronic entertainment
- f. pet



File: Economics 3

Adapted and revised by Iowa State University Extension field specialists Annette Brown (youth), Donna Donald (family life), and Mary Beth Kaufman (family resource management). Based on the Spending Game, Pm 1103, originally prepared by Cynthia Needles Fletcher, extension specialist, Human Development and Family Studies department, ISU.

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