

Money Snap Game

DESCRIPTION

Money Snap is a matching game played with a deck of paired cards.

Games can be played with groups of between two and 10 players.

Facilitators can use a range of decks which provide varied levels of difficulty for players.

The goal is to win all of the cards.

The game will assist players to identify Australian currency. Players are required to match images and numerical representation of currency.

The game uses the word *Money* instead of the traditional Snap.

A brief explanation about what a *Money Bank* is (i.e. it is sometimes called a ‘piggy bank’ which is a container, which is usually sealed, and used for saving money) is an important learning outcome for the game and is the term used rather than the traditional Snap Pot . Refer to the instructions for further information.

TIME

10 – 30 minutes

AGE APPROPRIATENESS

4-6	6-8	9-11	12-14	15-18
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LEARNING OUTCOMES

- Identification / familiarisation of currency
- Introduces concept of banking / financial systems
- Introduces concept of saving
- Increases financial vocabulary

INSTRUCTIONS

Facilitator to prepare snap cards depending on children’s age, grade and educational level allowing older players to match images and numerical representation of Australian currency.

Facilitator explains the following rules to the group of similar aged players:

Choose a dealer randomly. The dealer shuffles the cards and deals them out evenly.

Each player places their cards, face down, in a pile in front of them.

The player to the left of the dealer goes first. Play then moves clockwise.

On their turn, each player turns over the top card from their face-down pile. When someone turns over a card that matches a card already face up on another player’s pile, players race to be the first to call “*Money!*”. The player who calls “*Money!*” first wins both piles and adds them to the bottom of his face-down pile.

When moving a card from their face-down pile to their face-up pile, each player should do so by turning the card away from them. This ensures that the player does not see the card before their opponents have a chance to do the same. (The player should also turn the card quickly, so that they are not disadvantaged.)

If two players call “*Money!*” at the same time, the two piles are placed in the centre of the table and combined into a face-up Snap Pot with one of the two matching cards on top. Play then continues where it left off.

When someone turns over a card that matches the card on top of the Snap Pot, players race to be the first to call “*Money Bank!*”. The player who calls “*Money Bank!*” first wins the Snap Pot and the matching pile. If there’s another tie, the matching pile is added to the Snap Pot.

If you find that your games of Snap tend to have a lot of ties, consider putting something in the middle of the table that players must put their hand on top of instead of calling “*Money!*” The first player to put their hand on top of the object wins the cards.

Play continues until one player wins all of the cards. That player wins the game.

The introduction of the term Money Bank and concept of savings is important.

Encourage children and young people to call out the amounts on the cards when they place a card on the pile.

RESOURCES

- Money Snap Cards

QUALITY ASSESSMENT

- Improves understanding of financial systems and strategies
- Engages children, teenagers, young adults and parents
- Increases referrals to Money Management Services and other financial support services
- Relevant to ACMNA017 and ACMNA034 of the Australian School Curriculum
- Suitable for presentation in remote schools

