



# How to play

- Start with £5 pocket money
- Roll a dice to move
  - Sometimes you **HAVE** to pay or save
  - Sometimes you can **CHOOSE**
- Add up how your money goes up and down
- When you land on **START** again, you get £5 pocket money
- If you run out of money, transfer money back out of your savings or keep rolling until you get back to **START** (but you can't buy or save until then)

**MONEY**  
 Make £5 Grow



# How to play

- Start with £20 pocket money
- Roll a dice to move
  - Sometimes you **HAVE** to pay or save
  - Sometimes you can **CHOOSE**
- Add up how your money goes up and down
- When you land on **START** again, you get £10 pocket money
- If you run out of money, transfer money back out of your savings or keep rolling until you get back to **START** (but you can't buy or save until then)

**MONEY**  
Make £5 Grow