

SAMPLE

Module 5 / Attachment 7

Summary of Club Finances Interactive Game

This is a quick outline of an activity Chuck Todd and Kevin Wright used during their Club Finances Workshop at the 2002 State 4-H Forum. It is useful way of illustrating the importance of good record keeping.

Supplies

Play Money

Brown Paper Sacks (any sack that you cannot see through)

Clear Plastic Bags (any plastic bag that you can easily see through)

Scenario

- Each individual is the treasurer for a group (4-H club in this example).
- Half the attendees are given a clear plastic bag with \$_____ in it. They can organize the money in their bag if they want.
- The other half of the attendees is given a brown paper sack with the same amount of money in it. However, they cannot count their money or even look in their sack.
- When the club earns money, the facilitator will give that money to each individual. The person with the clear bag can count and organize their money. The person with the brown sack can ONLY accept the money and put it into their sack.
- When the treasurer needs to pay bills for the club, the person with the clear bag can reach into their sack and pull out the exact amount that is due. The person with the brown sack CANNOT look into the sack. They must remove money without knowing how much they are removing until it is out of the sack. They remove money from the sack until they have at least enough to pay the bill. If they remove a \$20 bill and only \$12 is needed, they must pay \$20. They do not get any change!
- The facilitator allows the club to earn money several times and has the treasurer pay several bills. At the end of the activity everyone estimates the money they have without opening their sack. Everyone then opens their sack and counts their money to see how close they were to their estimate.

The facilitator should then lead a discussion of how it felt to not be able to count your money, etc.