



## Instructions

**Grades:** 5 and Up

**Players:** 2-5, including a Banker

**Contents:** Game Board with Spinner

Instructions

Checks and Deposit Slips

Checkbook Register

Masters for Checks, Deposit Slips and Checkbook Register

Currency

4 Pawns



### **WARNING:**

**CHOKING HAZARD – Small Parts.  
Not for children under 3 yrs.**

### **Object of the Game**

The object of *Bank Account* is to become familiar with writing checks, making deposits and keeping a checkbook register. The winner is the first player to accumulate a deposited balance of \$5000.

### **Introduction**

*Bank Account* provides an instructive experience in which players learn the basics of using a bank account. As in real life, players handle cash, pay bills by check or debit card, collect refunds, make deposits, record direct deposits, keep accurate transaction records, and reconcile accounts.

Unexpected events pop up throughout the game, keeping players alert and interested. Dealing with a variety of situations adds to the realism of this experience. Accurate accounting of financial transactions is essential to winning.

The game plays best with four players and a banker. The banker plays a key role in checking the accuracy of the transactions.

Prior to playing *Bank Account*, it is helpful for players to learn how to fill out checks and deposit slips and keep a checkbook register. See *Preliminary Activities* for further information.

## Mathematics Standards

*Bank Account* supports State, National and Common Core Standards. You are encouraged to correlate the game's content with the number standards of your state. For comparison with national standards, consult [www.nctm.org](http://www.nctm.org) or [www.corestandards.org/math](http://www.corestandards.org/math).

### Key objectives:

- Model and solve problems by representing, adding, and subtracting amounts of money
- Develop accuracy in handling cash, debit cards, and checks
- Complete forms such as checks, deposit slips, and a checkbook register correctly

## Set Up

1. Locate the bank with its sorted bills in a convenient location.
2. Provide each player with five checks, five deposit slips, a checkbook register with a balance of \$1500, \$500 in bills, and a pawn.
3. Assign A, B, C, or D to identify each player. Spin to determine the order of play.
4. Appoint a banker with these responsibilities:
  - a. Receives and checks each deposit to determine whether it is correct.
  - b. Pays cash to players in exchange for checks written to "cash".
  - c. Audits the checkbook register of the *apparent* winner to check whether all entries and computations are correct.
  - d. Determines the actual winner.

## How to Play

1. During each turn, spin to determine the number of spaces to advance the pawn.
2. Follow the instructions on the space. Transactions in whole dollars may be paid by cash or check. Those involving cents must be paid by check.

**Purchases:** Pay the player (A, B, C, or D) identified by the spin. If a player spins his or her own letter, no transaction takes place.

**Direct Deposit** (Payday, Scholarship, Bonus): Record the amount in the checkbook register. No deposit slip is used. Deposit money every time Payday is passed.

**Pay Interest:** Write a check to the Savings and Loan and place on that space in the center of the board.

**Collect Interest:** Claim all checks (if any) held by the Savings and Loan.

**Collect \$\_\_\_ from a Player:** Collect from the player identified by the spin.

**Pay Taxes:** Write a check to the Government and place on that space in the center of the board.

**Collect Tax Refund:** Claim all checks (if any) held by the Government.

- Record each transaction involving a check, debit card, or deposit in the checkbook register and compute the new balance.
- The first player to accumulate a bank balance of \$5000 or more is the *apparent* winner. Any cash remaining on hand plays no role in winning.
- If the audit of the apparent winner by the banker shows that the checkbook register is correct, that player is declared the actual winner. An error disqualifies that person and the player with the next highest total, not necessarily \$5000, is eligible to win and subject to audit.
- The winning balance can be increased or decreased to lengthen or shorten the game.

### Special Instructions

- Checks are numbered consecutively beginning with 101. Checks for up to \$500 may be written and cashed during any turn.
- Deposits and checks for cash involve the banker and the player. Players can deposit cash on hand at any time.

### Preliminary Activities

#### Checks

Make copies of the check master, cut apart, and distribute them to students. Model how to enter the data required by a bank: name, check number, date, recipient, dollar amount in numbers and words, and signature. Explain that the "For" line can be used to record the purpose of the check. Have students practice writing out their checks.

<u>Frank Ramirez</u>		1 01
5607 Sometime Street Anyplace, Connecticut 56123		Date <u>April 25, 2021</u>
Pay to the order of	<u>Savings and Loan</u>	\$ <u>273.17</u>
<u>Two hundred, seventy-three and <sup>17</sup>/<sub>100</sub></u>		DOLLARS
BANK OF TOMORROW Memory Office 1215 Forgotten Lane		
For	<u>loan interest</u>	<u>Frank Ramirez</u>
::59:3 2::0012360 7:205		

To speed progress during a game, you may want to ask players to fill in the minimal data: name, check number, date, recipient, and dollar amount.

## Deposit Slips

Make copies of the deposit slip master, cut apart and distribute. After students have written the name and date, have them record cash being deposited—paper money in this game—on the cash line. Tell students to list checks individually starting with the second line and then compute the total deposit.

Deposit to the account of:		CASH	5	2	0	0
<u>Frank Ramirez</u>		CHECKS	1	6	7	5
Date <u>April 26, 2021</u>			9	3	4	2
BANK OF TOMORROW Memory Office 1215 Forgotten Lane						
::59:3 2::0012360 7:205		TOTAL DEPOSIT	7	8	0	9

## Checkbook Register

Make copies of the checkbook register and distribute them to students. Show how to record the number, date and transaction recipient. Keep a running balance by adding deposits and subtracting checks. Give students check and deposit amounts to practice recording.

### Bank Account

### Checkbook Register

NUMBER	DATE	DESCRIPTION OF TRANSACTION	CHECK	DEPOSIT	BALANCE	
					\$	
101	4-25	Savings and Loan	273.17		273	17
		interest on loan			1226	83
102	4-25	Lucy Chen	284.95		284	95
		bike			941	88
	4-25	Direct Deposit		900.00	900	00
		scholarship			1841	88
103	4-26	Government	318.75		318	75
		property tax			1523	13
	4-26	Deposit		780.92	780	92
					2304	05

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