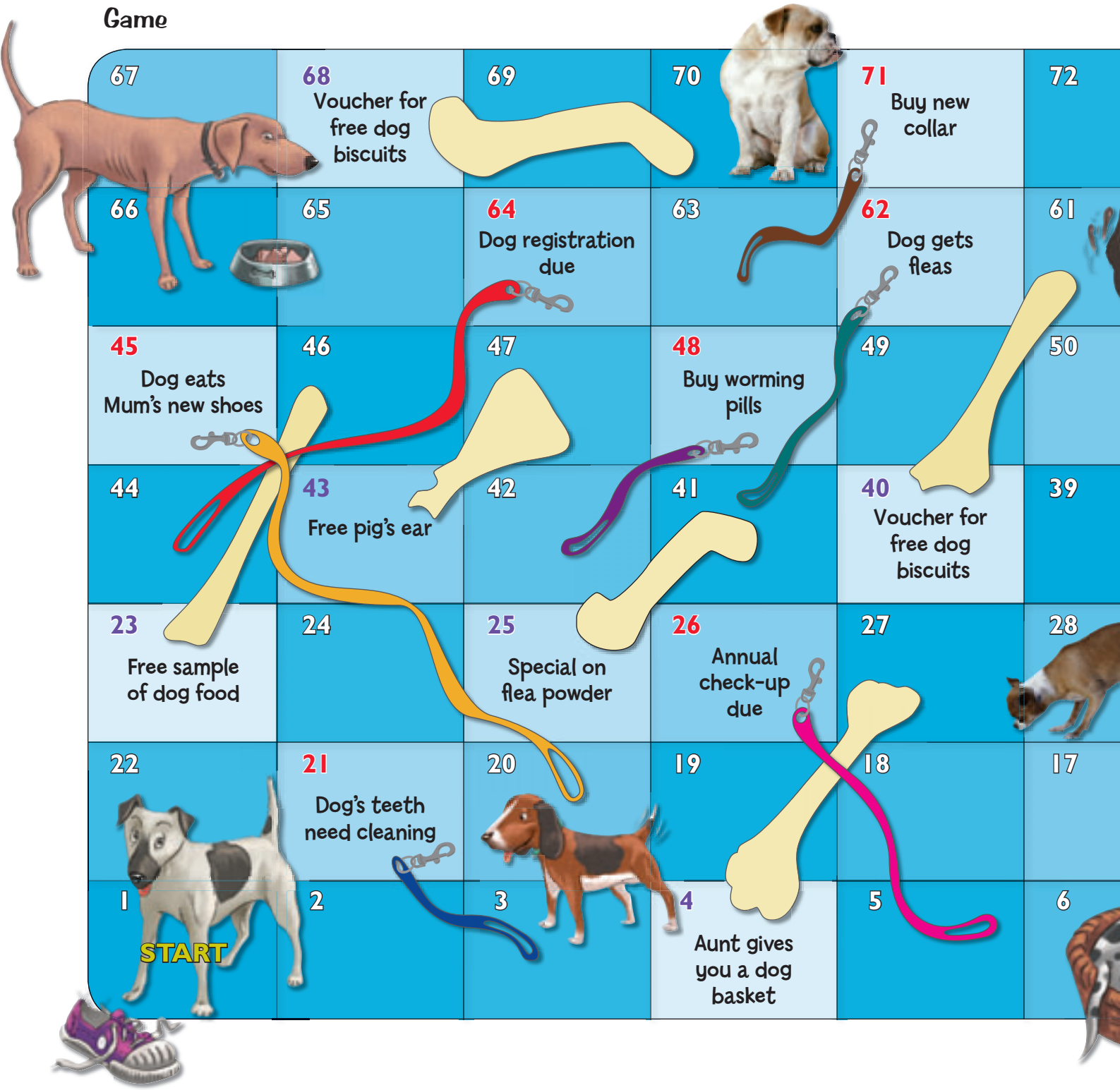
Leads and Bones

Key financial ideas

- Unexpected risks and rewards can affect costs and income.
- There are ongoing costs when you own something; some of these costs will be for needs.

You need 3–4 counters · 1 dice · 2–3 classmates

Game



How to play

- Place the counters on **Start** and decide who will go first.
- Take turns to throw the dice and move your counter that number of spaces.
- If you land on a bone, climb *up* or *forward* to the space at the top of that bone. If you land on a lead buckle, slide *down* to the space at the bottom of that lead.
- The winner is the person who reaches **Finish** first.

Reflective question ★ What advice would you give your friend who wants to buy that cute puppy in the pet shop window?