

Overview

This classic board game has been reinvented into a classroom-sized activity, including many New Brunswick tourist attractions. Learners will work together to plan a budget and make critical financial decisions.

NB Curricular Connections

Mathematics:

- *Strand: Number – Big Idea: Operations*

Social Studies:

- *Strand: Geography - Big Idea: Places and Regions*

What you'll need

- PowerPoint Presentation (*attached*)
- Team Color Blocks Sheet (*included*)
- 16 chairs
- Printable How to Play sheet (*included*)
- Printable Shopping Spree Game Sheet (*included*)
- Pencils
- 2 dice per pair of students (Race to 0 game)
- 2 dice (giant dice or online dice for whole class game play)
- Monopoly cash (*included*)
- Property cards (*included*)

Instructions

1. **DISCUSSION:** Using the PowerPoint Presentation, begin with a discussion about allowance and spending:
 - a. What is an allowance? Do you get one? How else might you earn money? (*odd jobs, birthdays, etc.*)
 - b. When you want to purchase something, if you don't have enough money for it yet, do you save up money until you do enough **OR** do you just buy something else that is cheaper? (Take a class vote!)
 - c. Talk about the concepts of *loaning* (borrowing money and then paying it back/returning it OR like library books), *bargaining* (discussing the cost of something and within reason, the price may increase or decrease) and

bartering/trading (exchanging goods or services that have the same value to each party involved). Have learners come up with examples of each method.

2. **SHOPPING SPREE GAME:** Using the template included, learners can take turns subtracting their “purchases” (the sum of dice) from 100 until one player reaches 0. Learners can also say what they purchased for fun! **For a challenge**, learners can multiply the dice and subtract the product. The first to 0 exactly wins. For early finishers, simply turn over the sheet and repeat. (For additional support for learners, play on a Hundreds Chart with counters.)
3. **GAME PREP TIME:**
 - a. Prep the room – have 16 chairs put in a square and set the property cards onto each chair following the location sheet (included). Allow enough space for learners to move from one location chair to the other.
 - b. Divide learners into 4 or 5 equal groups (about 4 – 6 learners per group).
 - c. Go over the rules of the game (*Refer to the PowerPoint & How to Play below*)
4. **PLANNING:** Allow team members to talk and walk around the life-sized game board to come up with a plan.
 - a. What do we want to buy first?
 - b. How much money should we set aside?
 - c. Should we make investments or buy more properties?
5. **GAME TIME:** Set a time limit (15-20 minutes) for the class to play the game. Use 2 large foam dice or online dice on the Smart Board to move spaces. The space marker will be one member of the team – standing or sitting beside the spaces as rolled.
6. **WRAP-UP:**
 - a. Allow time for each team to count how many properties they have and how much money they have left.
 - b. Each team can then present their strategy/plan (*from number 4*) and discuss if it worked. Discuss: *What would you do differently next time?*
 - c. Looking at the final slide of the PowerPoint Presentation, discuss the possibilities of New Brunswick careers in relation to property investment and management

Extension Ideas:

- Have your learners discuss and share about the properties that they purchased – Have they visited one of them? Where is it on a New Brunswick map? Were there other New Brunswick places that should have been included?
- Add more New Brunswick Properties and play in your gymnasium for more space and an even larger game board!
- Create your own class version of the game with different “themed” properties (video games, LOL dolls, favorite songs, hockey teams, etc.)

Reflection Activity

Please see the attached PDF for several choices on how you and your learners can reflect upon today's activity.

Shopping Spree Game



Subtract the sum (or product) of 2 dice until one player gets to 0 exactly!

Player 1: _____

Player 2: _____

100

0

1. Refer to the Monopoly Setup (Location Map on the following page) on how to set up your classroom. Each square corresponds to one chair. Tape the location sheet onto the chair in the same order shown on the map.
2. Each group starts with \$ 1000 (4 of 100\$, 10 of \$50, and 10 of \$10)
3. Each group takes turns rolling the two dice with the group having the largest numbers go first (second largest, third largest, etc.).
4. Each team starts on the 'GO' chair with a team member representing each colour. As the dice are rolled, this team member will be the game piece, moving the number of spaces rolled clockwise.
5. *Where did you land?*
 - a. An Unowned Space: Decide if you want to buy or not. If you decide to buy, place your group's color block on the chair and pay the "bank" (teacher or student leader not on any team).
 - b. An Owned Space: Pay the owner rent (the amount written on the property card)
 - c. If you land on the space you own, you can build onto your property with an investment – Investments are \$100 each and make the rent go up. (Place 1 color block on beside the one that's already there) each time you land on it.
 - d. A space with an Investment (additional color blocks beside each other):
 - i. 2 color blocks: pay the owner rent + \$50
 - ii. 3 color blocks: pay the owner rent + \$100
 - iii. 4 color blocks: pay the owner rent + \$150
 - e. Trade space: You can pick whichever property that belongs to another group and offer a trade for one of your properties.
 - i. If the other group decides to trade, switch the color block
 - ii. If the other group decides not to trade: Just stay there and wait your next turn
 - f. Storm Chips: Pay \$100 to invest in a box of Covered Bridge Storm Chips – which will get you through any nasty New Brunswick weather.
 - g. Go space: Earn \$200 from the bank
6. To WIN: Keep playing until one group declares bankrupt (or simply set the time limit).
 - a. Bankrupt: When you don't have enough money to pay rent or the Storm Chips fee. All the other groups count how much money they have left and how much their property is worth (sale price + investment). Whichever group has the most, WIN!

Location Map:

GO! Space	McCabe's Ice Cream Shop	Village Historique Acadien	Parlee Beach	Fundy National Park	King's Landing Historical Settlement Village
Magnetic Hill Zoo					Trade Space
Fundy Discovery Aquarium					Kingsbrae Gardens
Crabbe Mountain Ski Resort	Cape Enrage	Covered Bridge Storm Chips FEE	University of New Brunswick	Magic Mountain Amusement Park	Zig Zag Grand Falls Zipline Adventures

Investments: \$ 100 each

Teams may add 1 colour block to their property by adding one of these investments:

- Larger parking lot
- Adding an extra feature at that location (exhibition, game, activity, space, etc.)
- Cosmetic Face-Lift (painting, re-decorating, new flooring, etc.)
- Marketing Campaign (new commercial, advertisement, etc. to bring more visitors to your property)
- Updated new visitor's map to be given to all visitors upon arrival
- Updated lighting – indoor and outdoor for extending visitor hours throughout each day open
- Energy-efficient updates: solar panels, composting, recycling, LED lights, or paperless receipts



TRADE



Covered Bridge Storm Chips

\$100 Fee

Be prepared for any nasty New Brunswick weather!



Magic Mountain Amusement Park - Moncton

\$350



University of New Brunswick (UNB) - Fredericton

\$ 250



McCabe's Ice Cream

McCabe's Ice Cream Shop – Cambridge-Narrows

\$ 150



Magnetic Hill Zoo - Moncton

\$ 600



Fundy National Park - Alma

\$ 350



Fundy Discovery Museum – St. Andrews

\$ 500



King's Landing – Prince William

\$ 300



Kingsbrae Gardens – St. Andrews

\$ 200



Zig Zag Ziplines– Grand Falls

\$ 250



Cape Enrage (Ziplining & Rappelling & Beach)– Waterside

\$ 300



Crabbe Mountain Ski Resort – Central Hainesville

\$ 250



Parlee Beach – Pointe-du-Chêne

\$ 200



Village Historique Acadien

\$ 300

Classroom-Sized Monopoly Cards

To be created by students for future game use

\$

\$



Magic Mountain Amusement Park -
Moncton
\$350

RENTAL FEE: \$ 80



University of New Brunswick (UNB) -
Fredericton
\$ 250

RENTAL FEE: \$ 50



McCabe's Ice Cream Shop –
Cambridge-Narrows
\$ 150

RENTAL FEE: \$ 30



Magnetic Hill Zoo - Moncton
\$ 600

RENTAL FEE: \$250



Fundy National Park - Alma
\$ 350

RENTAL FEE: \$ 80



Fundy Discovery Museum – St. Andrews
\$ 500

RENTAL FEE: \$200



King's Landing – Prince William
\$ 300

RENTAL FEE: \$ 70



Kingsbrae Gardens – St. Andrews
\$ 200

RENTAL FEE: \$ 30



Zig Zag Ziplines– Grand Falls
\$ 250

RENTAL FEE: \$ 50



Cape Enrage (Ziplining & Rappelling & Beach)– Waterside

\$ 300

RENTAL FEE: \$70



Crabbe Mountain Ski Resort – Central Hainesville

\$ 250

RENTAL FEE: \$50



Parlee Beach – Pointe-du-Chêne

\$ 200

RENTAL FEE : \$ 30

To be given upon purchase



Village Historique Acadien
\$ 300

RENTAL FEE : \$70



RENTAL FEE: \$



RENTAL FEE: \$



RENTAL FEE: \$



\$ 50

Fifty Dollars



\$ 50

Fifty Dollars



\$ 50

Fifty Dollars



\$ 50

Fifty Dollars



\$ 100

One Hundred Dollars



\$ 100

One Hundred Dollars



\$ 100

One Hundred Dollars



\$ 100

One Hundred Dollars



\$ 10

Ten Dollars



\$ 10

Ten Dollars



\$ 10

Ten Dollars



\$ 10

Ten Dollars