

Your first money mission

Two activities. One useful conversation.

What is in your free pack?

Page 2: Money Bingo cards. Page 3: caller clues. Page 4: the EUR20 Club Budget. Page 5: grown-up notes and sample answers. The worksheet footers retain their original book page numbers.

Play Money Bingo

Print two copies of the card page if each player wants a separate sheet. One player uses Card A and the other uses Card B. A grown-up reads the caller clues. Cover matching words with plain paper squares. Check the clues before confirming four in a row.

Try a budget together

Read the fictional club scenario. Let your child choose first, add the costs, then explain one choice. Ask: What would you change if you could not pick everything? Use pretend amounts; no spending is required.

Make it fit your family

Try one activity for around 10-15 minutes, or pause sooner. Read clues aloud if needed. On a train, use pencils and paper squares kept in an envelope. At home, take turns being the caller.

Want to keep exploring?

The full Money Missions book has 38 pages, including puzzles, games, answer keys and Goldie's 16-page time-travel comic. Ask Little Finance Heroes for the full book.

Money Bingo

MISSION 04

Two players each pick a card. A caller reads the clues on the next page; cover the matching word.

CARD A

BUDGET	SPEND	INVEST	NEED
PATIENT	GIVE	COMPARE	COST
WANT	SHARE	RISK	SAVE
MIX	PRICE	EARN	GOAL

CARD B

COST	BUDGET	GIVE	SAVE
PRICE	RISK	GOAL	WANT
INVEST	COMPARE	SHARE	NEED
EARN	MIX	PATIENT	SPEND

How to play

1. Cover a word only after the caller reads its meaning.
2. Shout "Money Bingo!" when you cover four in a row: across, down or diagonal.
3. The caller checks your four words against the clues.
4. Play again: switch cards or try for a full card.

Try using small paper squares instead of marking the page, so you can replay.

Money Bingo Caller Sheet

MISSION 05

Cut nothing out: a caller can read from this page and mark each clue as it is used.

☐**EARN**

Receive money for work.

☐**WANT**

Something nice to have.

☐**SPEND**

Use money to buy.

☐**RISK**

Chance of a loss.

☐**SAVE**

Keep money for later.

☐**INVEST**

Put money to work with risk.

☐**GIVE**

Help with money or time.

☐**MIX**

Spread choices instead of one bet.

☐**GOAL**

A future target.

☐**COST**

Money needed to make, use or keep something.

☐**BUDGET**

A plan for money.

☐**COMPARE**

Check two or more options.

☐**PRICE**

The amount a seller asks for an item.

☐**SHARE**

A small ownership piece of a business.

☐**NEED**

Something essential.

☐**PATIENT**

Willing to wait for a goal.

Caller tip: cover the bold word while reading its clue. In a tie, both players explain one word they covered.

The €20 Club Budget

MISSION 08

The heroes have €20 for a club afternoon. Allocate no more than €20 and explain your choices.

☐

Water and fruit • €5

NEED

☐

Craft supplies • €7

WANT

☐

Board-game repair • €4

REUSE

☐

Decorations • €6

WANT

☐

Save for next week • €3

SAVE

☐

Give to community shelf • €2

GIVE

My picks: _____ Total: € _____

Why? _____



Check: your total must be €20 or less. More than one answer can be correct.

Grown-up notes & answers

Praise the explanation, then check the total.

What children practise

Bingo: connect money words with their meanings and explain a match. Budget: add costs, keep within a limit, and explain a tradeoff. These activities offer practice; they do not measure or guarantee financial confidence.

Bingo check

The caller sheet gives the answer word beside each clue. Keep it with the caller. A winning line needs four correctly matched words across, down or diagonally. Ask the player to explain one word in their own words.

Budget example A: EUR19

Water and fruit EUR5 + craft supplies EUR7 + board-game repair EUR4 + save EUR3 = EUR19. EUR1 remains. This plan leaves out decorations and giving. Other choices can work.

Budget example B: EUR20

Water and fruit EUR5 + board-game repair EUR4 + decorations EUR6 + save EUR3 + give EUR2 = EUR20. This plan leaves out craft supplies. Giving is a choice; children do not need to choose it.

A useful discussion

All six options cost EUR27, so the EUR20 limit means leaving something out. Ask: Which did you choose? What did you leave out? Why? For support, add costs with counters. For a stretch, ask for a different valid plan.

Next little step

Ask your child to invent a pretend club afternoon with a different limit. Use fictional amounts and avoid comparing families by money. Find more missions and the Goldie story in the full book.