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# Road to Abundance

Quick Start + Facilitator Guide (Short Edition)

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## Who this is for

Homeschool leaders, parents, educators, and facilitators who want a simple, engaging way to introduce financial literacy and decision-making through play.

## How to use this guide

Keep the game moving, then use the prompts to turn gameplay into learning. This guide is intentionally short and easy to scan.

## At-a-glance outcomes

- Needs vs. wants and tradeoffs
- Planning ahead (saving and budgeting basics)
- Handling surprises and life events
- Decision-making and consequences
- Reflection through guided discussion

## Recommended grades

Upper elementary through high school (adaptable).

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## 1) What's Included

Use what you have in your kit. Many groups start with the basic pieces and add worksheets later.

- Game board and pieces
- Card decks (choose the grade-level deck that fits your group)
- Score sheet (net worth style tracking)
- This Quick Start + Facilitator Guide
- Optional printables: bell ringer, exit ticket, and student reflection page

## 2) Setup (2-3 minutes)

**Choose the deck.** Pick the grade-level deck for your group.

**Hand out score sheets.** Each player gets a score sheet and a pencil.

**Pick a session length.** Quick game: 20-30 min. Full session: 45-60 min.

**Set the tone.** "This is a safe space to learn. We practice choices, not judgement."

**Facilitator tip:** Keep reflection short during play (one question), then do a deeper debrief at the end.

## 3) How to Play (Simple Rules)

- Players take turns rolling and moving.
- When a player lands on a space, they draw the matching card type (based on your game design).
- The player follows the card prompt and makes a choice (if applicable).
- The player updates the score sheet (gain/loss).
- Ask one quick reflection question (see Section 5).

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## 4) Score Sheet (How to Use It)

Players track financial changes as they play. Keep it simple for younger groups.

### Basic method (easy for all ages)

- Start at \$0 (or a starting amount if your game uses one).
- Add gains, subtract losses, and keep a running total.

### Optional enrichment (older students)

- Track changes by category (income, expenses, savings, debt).
- Discuss net worth: assets - liabilities.

## 5) Reflection Prompts (Use 1 per Turn)

Choose one quick question after a card is resolved.

- What was the best choice and why?
- What would you do differently next time?
- Was this a need or a want?
- What tradeoff did you make?
- How could you prepare for this situation in real life?
- What advice would you give a friend facing this scenario?

## 6) End-of-Game Debrief (5-10 minutes)

Ask these three questions to close the session:

- What surprised you most in the game?
- Name one smart choice you made and why it mattered.
- What is one money habit you want to practice this week?

**Optional writing:** Have students write a 3-5 sentence takeaway.

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## Printable A: Bell Ringer (5 minutes)

Circle one and answer in 2-3 sentences.

- If you get \$20, do you save, spend, or split it? Why?
- What is the difference between a need and a want? Give one example of each.
- Name one life event that can change someone's budget suddenly.

## Printable B: Exit Ticket (3 minutes)

**Today I learned:**

- 1) One decision I made in the game was: \_\_\_\_\_
- 2) The consequence was: \_\_\_\_\_
- 3) Next time I would: \_\_\_\_\_
- 4) One real-life money habit I want to practice: \_\_\_\_\_

## Printable C: Student Reflection (8-10 minutes)

Pick one scenario from the game and reflect:

- What happened?
- What choice did you make?
- Why did you choose it?
- What was the result?
- What would you do differently in real life?

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