

Rolling in Money

Best Use

As a family night activity with younger kids

Nutritional Value

Teaches the value of money and good stewardship

Advance Preparation

- 1. Go to the bank and withdraw as many one-dollar bills as you can up to \$1000. (Don't worry you'll return most of it the next day.)
- 2. Three boxes and GIVE, SAVE and PAY labels for each child. Specially designed labels are included in the Giving and Serving Faith Path kit
- **3.** Create an envelope titled "God's Instructions for Money" with several notes containing Bible passages with instructions on how to use the money.
 - Malachi 3:10 = Give 10% to God
 - Proverbs 30:24-25 =Save 10% for the future
 - Romans 13:8 = Pay your bills (List several pretend bills such as \$500 for the house payment, \$150 for food, \$150 for the car, etc. Make sure the mock bills add up to almost the entire cash pile leaving only a few dollars free.)





Rolling in Money Family Night

- Step One: Hide the pile of cash someplace in the house and invite the kids to find the secret treasure. When they find the money, allow time for them to go nuts!
- Step Two: Invite the kids to count the treasure promising them they will be able to spend it on anything they want AFTER following God's instructions for money.
- Step Three: Have the children count out enough one-dollar bills to meet each financial obligation described on the three notes 10% for tithe, 10% for savings and enough for each of the "bills."
- Step Four: Give each child the remaining cash to spend as they please. Needless to say, they will be a bit disappointed. But they will also better understand real-world expenses and our responsibilities as stewards of the money God gives.
- **Step Five:** End your time creating "Stewardship Boxes" or "Stewardship Jars" with three labels for the categories GIVE, SAVE and PAY. Have the kids use the three categories whenever they earn money or receive their allowance
- Step Six: Memorize the following jingle together...

"Before you spend away – give, save and pay,"