

TREASURE CHEST & COINS

Required:

2 chests, 2 lids, 24 coins with bonus scores on the back

To Prepare:

- Print out all the pages in the PDF
- Cut out the pieces.
- Paste a score number on the back of each coin. A small dab of Pritt, or some other adhesive which will not pucker the paper, will do the job.
- Laminate all the pieces.

Set Up:

Mount the chests, each with its lid, one on each side of a large display board towards the top. BluTac is useful for this. Mount the coins in a scattered “pile” along the lower part of the board. (See page 2 for a demonstration of how to mount the pieces. NOTE: At the start, NO coins should be in the chests.)

Methods:

A. *First to six*

Use as a simple “adding on game”, placing a coin in that team’s chest for each correct answer. The first team to reach 6 coins is the winner (or, if you use the game throughout the meeting adding coins for good singing, behaviour, spot questions, etc, the one with the highest score at the end.)

B. *Secret Bonus*

Award 50 points for a correct answer and then ask the child to select a coin and place it near that team’s chest without looking at the secret bonus (the score on the reverse).

Ask each team the same number of questions and at the end, add to the main scores the bonuses gained through the coins. (FAKE counts as nothing).

C. *Bank It!*

This method of playing the game uses the scores on the back, as with Secret Bonus above.

The child who answers correctly receives 50 points for the team. These points are immediately “banked” and cannot be lost.

He or she then selects as many coins as they wish. Picking one coin at a time, the value is revealed as it is chosen. At any time they can stop and “bank”, what the score they have in their hand, or they can carry on. But if they choose a FAKE, they go “bust” and lose all the points in their hand from that round. They do not lose the 50 points earned from answering the question.

After each turn, rearrange the coins in a random way, so that the children will not learn where the high scoring coins are!

The teams get the same number of questions and the winner is the team with the highest score at the end.

NOTES:

You may wish to advise the teams of their scores at the end of each round, as this may influence their strategy. To counter-balance any sense of grasping for money, it is useful to spend a few minutes discussing which charities or projects the children would donate the money to, if it were real.

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This is how your display board should look. A coloured background will enhance the appearance of the game.

















