

Skint to Mint – the game of calculated risk and reward



About the game

The Skint to Mint board game is targeted at secondary school students and has been created by the Reserve Bank in conjunction with the Young Enterprise Trust.

It is designed to teach students about making informed investment decisions based on understanding the risk and reward they take on.

The financial world can be confusing - there are so many financial products on offer and it is often hard to understand what it all means. Skint to Mint teaches students about some of the investment types on offer, be it term deposits, shares or property. It shows them how to assess the risk and reward involved in these investments by using tools such as credit ratings.

The game is an effective way of ensuring school students receive the key messages around credit ratings and risk and return, in an interactive and enduring manner.

Who is it for?

The game is primarily pitched at Economics, Accounting, Maths and Business Studies classes, but any class can learn and play the game. The game has two playing levels, basic and advanced, so it is accessible to secondary students of all ages.

Professional development workshops

Professional Development workshops will be held throughout New Zealand in May 2011. The workshops will include a demonstration of the game, an outline of the teaching activities, a pre and post game assessment and an outline of links to the three personal financial management unit standards (25242, 25246 & 25247).

The Reserve Bank is offering five free copies of the game to every secondary school in New Zealand when they sign-up and attend free professional development workshops run by Young Enterprise.

