

Game

If you want a playful way to explore the topics in the Moneyverse, this game is for you: working in small groups, players collect points in four different Money Worlds. Among other challenges, you will have to safely transport stone money weighing many tons from one island to another, or show a banknote the way to your wallet.

In between, personal questions prompt players to think about their own relationship with money. But be careful: unexpected game changers can send the game belly up at any moment – will the risk pay off or will you lose everything? Find out!

This digital game invites school classes from secondary level I, cycle 3 upwards to explore the Moneyverse in small groups across four floors by playing in an accessible, varied and competitive way. The content of the game is embedded in cultural, historical, economic, personal and social perspectives on money. It can only be played on-site.

To begin with, all the players receive a media guide that takes them through the game. Each group stays together throughout the game. The players answer questions, practise their skills and discuss conflicting goals – always under time pressure. During which they can collect not only money points, but also social and skill points. The aim of game is to earn the most points in all three categories by the end of the set time. The winning group best combines knowledge, teamwork and a thoughtful approach to money.

For school classes, the game is offered in combination with a 30-minute final reflection led by a facilitator. The game is not oriented to school syllabus.

Keywords

means of payment, money and digitisation, mandate of the Swiss National Bank, key interest rate, wages, unpaid work, poverty, debt, gender pay gap, financial relationships, handling money

Practical Information

Target audience

Secondary school level I, cycle 3 and secondary school level II

Group size: min. 12, max. 28 people

Duration: 90 minutes (including guided final reflection, excluding check-in/out)

Languages: German, French, Italian, English

Level requirements

The game requires no prior knowledge.

Preparation

The game can be played without any preparation.

Organisational Information

- The game is played in small groups. We request that the teacher in charge decides on the groups beforehand. If possible, each group should have the same number of students. The maximum size of each small group is seven people, the minimum size is three.
- Check-in takes place ten minutes before the start of the programme.
- The teacher in charge is responsible for the discipline of the class throughout the entire visit to the Moneyverse.