



Allowance Academy: A Parent's Playbook

Mastering the 'Money Game' to
raise financially confident kids.

**Rules, Scoring, and
Avoiding Fouls!**

The Pre-Game Talk

The Stakes (For Coaches):

78.8 million Brazilians currently have negative debt.

Only 21% of adults received financial education in childhood.

Goal: Teach them the money game NOW, so they don't learn it the hard way LATER.



The Vision (For Players):

Learning money is just like learning a new game. You need to know the rules, how to score points, and how to avoid penalties.

The Game Plan



Play #1: Setting the Rules

Designing an allowance system that actually works.



Play #2: Scoring Points

Chores, jobs, and understanding the value of work.



Play #3: Fumbles & Recoveries

Handling money mistakes without the drama.

Play #1:
Setting the
Rules

Myth



An allowance is "free money" given to kids so they can buy toys.

Reality



An allowance is an **educational management tool**. It provides hands-on practice in decision-making, delayed gratification, and budgeting.

Coach's Note: Kids can't learn to manage money if they don't have any to manage.

The Level-Up Timeline



**Level 1:
The Piggy Bank Phase
(Ages 3-6)**

Focus on physical coins.
Teaching basic exchange:
money buys things.



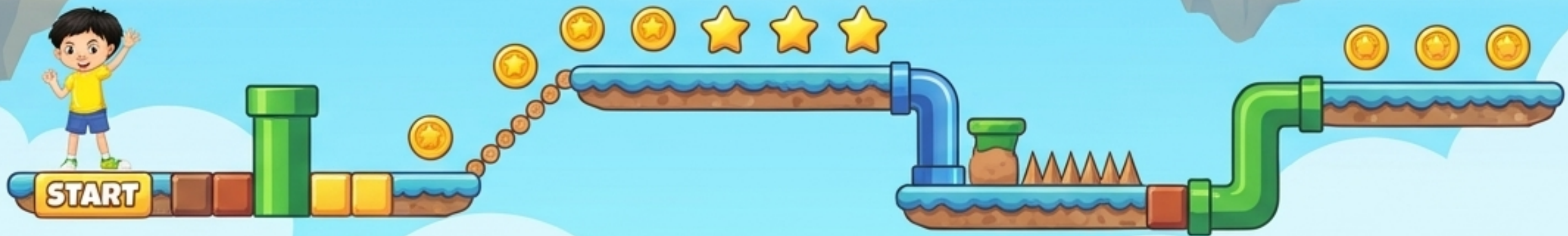
**Level 2:
The Weekly Allowance
(Ages 7-12)**

Focus on short-term
planning. Introduction of the
'payday' and categorizing
money into jars.



**Level 3:
The Monthly Budget
(Ages 13+)**

Focus on long-term goals.
Managing larger sums over
a longer period, paying for
own entertainment.



The Allowance Formula

Equation 1: The Weekly Rule (Ages 6-12)

$$\text{Age} \times \$1.00 = \text{Weekly Allowance}$$

Example: An 8-year-old receives \$8.00 every week.

Why?
A month is too long for a child to wait. Weekly cycles build immediate habits.

Equation 2: The Monthly Rule (Ages 12+)

$$\text{Age} \times \text{Age} = \text{Monthly Allowance}$$

Example: A 12-year-old receives \$144.00 every month.

Why?
Teens need to learn to stretch their resources over a 30-day period.

The 4-Jar Play



1. The Fun Wallet (Spend)
For immediate desires.
Rule: Guilt-free spending.



3. The Helping Hand (Donate)
For charity or buying gifts.
Rule: Creating a better world.



2. The Holiday Box (Save)
For larger, short-term goals.
Rule: Building patience.



4. The Golden Goose (Invest)
Untouchable wealth building.
Rule: The money that makes more money.



Play #2: Scoring Points

The Value of Work

Money comes from effort. But should kids be paid to make their beds?

Coach's Callout: To avoid raising 'mercenaries' who demand payment for breathing, we must **split work into two categories.**

The Work Matrix

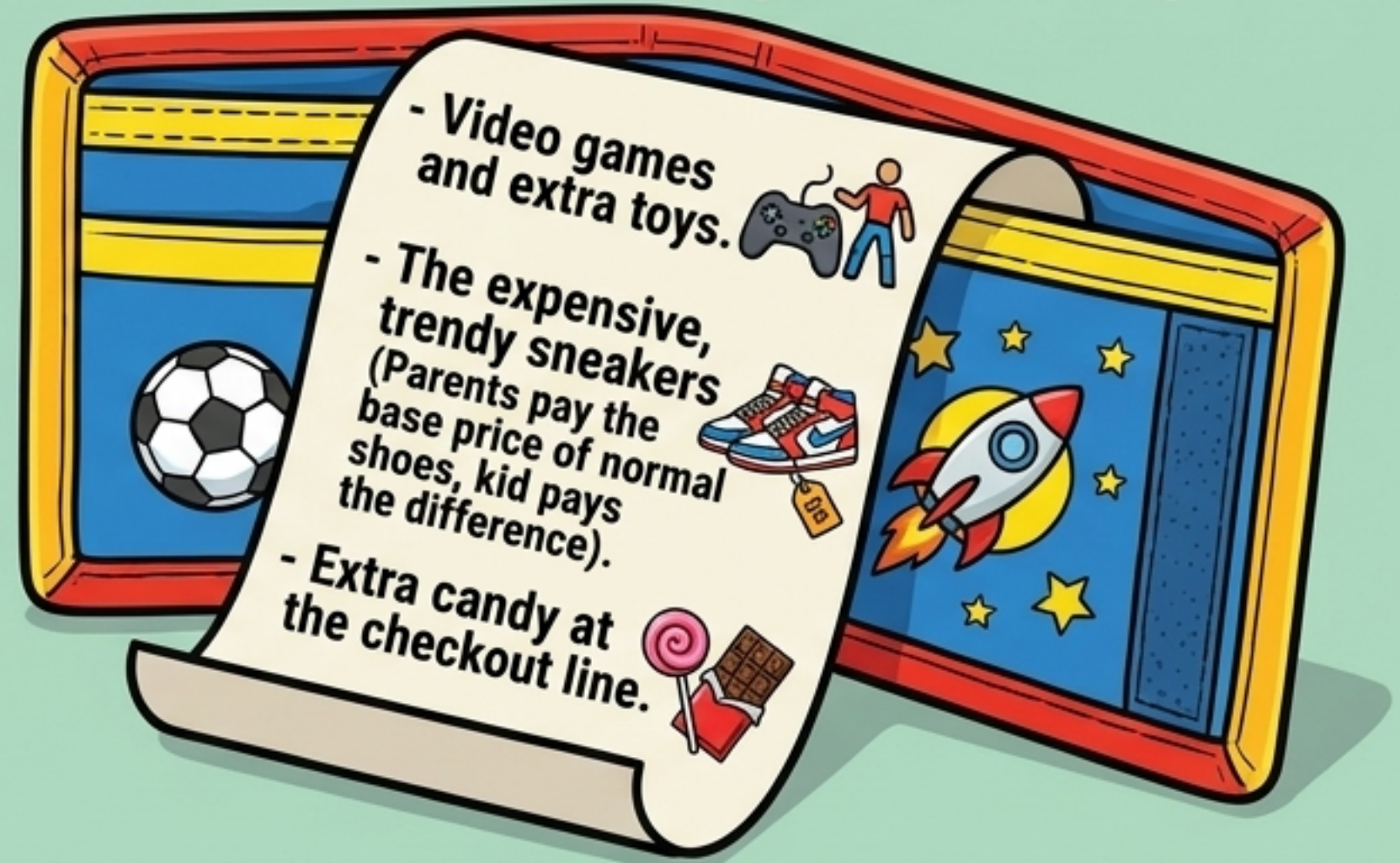
Citizenship Tasks (UNPAID)	Economy Tasks (PAID)
What it is: Tasks you do because you live in this house and are part of of the team. 	What it is: Extra jobs that go above and beyond basic duties, often tasks a parent might pay someone else to do. 
Examples: Making the bed, clearing your plate, putting toys away.	Examples: Washing the car, organizing the garage, pulling weeds.
Reward: Love, shelter, and a clean home. 	Reward: Cold, hard cash (Allowance points!) 

Who Pays for What?

Parent's Wallet (The Needs)



Kid's Wallet (The Wants)



Coach's Tip: When they ask for a 'Want,' the answer is simply: 'Did you bring your wallet?'"

Play #3: Fumbles & Penalties

Handling Mistakes Without Drama



The Philosophy

If your child doesn't waste their allowance on a useless toy that breaks in five minutes, they aren't playing the game right.

**A \$10 MISTAKE AT AGE
8 PREVENTS A \$10,000
MISTAKE AT AGE 28.**

The "Bank is Closed" Rule

The Scenario: The child spends all their weekly allowance on Tuesday, and wants a comic book on Thursday.

The Rule: When the money is gone, it is gone. Next payday is next payday.



The Result: The child learns that resources are finite. They must feel the sting of an empty wallet to learn how to budget.

The Bailout Intercept



Step 1: The Request

Kid: "Can you just buy this for me? I'm out of money."



Step 2: The Parent's Urge

Parent feels the urge to give in and buy it to avoid a tantrum.



Step 3: The Intercept

Parent breathes and says: "I know you really want that. It looks awesome. Are you going to save up for it next week?"



Step 4: The Lesson

Child experiences frustration, but realizes the parent is an ally, not an ATM. Drama is neutralized.



Coach's Communication Guide

Not That (Fouls)

"Money is dirty, go wash your hands!"
(Subconsciously teaches money is bad).

"I told you not to buy that stupid toy."
(Creates shame around money).

"We can't afford that."
(Creates anxiety and scarcity mindset).



Do This (Good Plays)

"Money is a tool we use to trade for things we value."

"How do you feel about that purchase now that it broke?" (Promotes self-reflection).

"We are choosing to spend our money on a family trip instead of that right now." (Promotes empowerment and choice).



The Financial Independence Flywheel

Center Goal:
Financial
Independence
& Confidence

System (The Rules)

Gives the child a predictable structure to operate within.

Work (The Effort)

Connects effort directly to earning, building a strong work ethic.

Mistakes (The Experience)

Teaches natural consequences and resilience in a low-stakes environment.

The Final Whistle



You Are the Coach, Not the Referee.

The goal of the Allowance Academy isn't to create perfect little accountants. It's to raise adults who view money as a healthy, manageable tool to build the life they want.

Next Play: Set up the 4 Jars this weekend, hold your first "Board Meeting," and let the game begin!