

Choropoly

INSTRUCTIONS for Choropoly

Choropoly is an ongoing chore/activity tracking game. The system consists of four basic elements; earnings, purchases, fines and “My Bank”. Each player or group of players accumulates points for completing assigned tasks and good behavior. The points earned can be accumulated in the bank or they can be used for purchases as defined by the parent or teacher.

Definitions:

Player(s) – the child or group of children assigned to play the game.

Parent/teacher – Overseer of the board, assists in assigning points and determining task values.

Earnings – Positive points (moving upward on scale) increasing your balance.

Purchases – Spending your points (moving downward on scale) decreasing your balance.

Fines – Negative points for rule infractions (moving downward on scale) decreasing your balance.

Tally – Once a week adding Earnings and subtracting purchases/fines to reset the bank balance.

Wake-up – Pressing the “wake-up/clear” button once to illuminate the LED light scales

Clear – Pressing and holding the “wake-up/clear” for 7 seconds to clear the LED light scales.

To Start – Insert three (3) AAA batteries in the back of the board. Turn on the power button. The board will light up and announce – “*Let’s Play Choropoly*”. Press and hold the “wake-up clear button” for seven seconds to clear the board. The board will announce “*all clear – let’s play Choropoly*”. For best results, use **wet erase** markers for all writing on the board face.

How to play

Earnings: Each player is assigned tasks with an associated point value. Point values are assigned based on the level of difficulty. Earnings “chores/tasks” are written into the Earnings area on the right side of the board – followed by the associated point value. As an example: “make the bed” may be assigned a point value of one (1) point, where as “feed the horses” may be five (5) points. Tasks may be added as the player gets accustomed to completing the chores. When assigning points for earnings, start low and work up. It is easier to increase the value of specific chore then it is to reduce. Also, as the parent/teacher, it is nice to reward your child with bonus points for good behavior. Johnny picked up his dirty clothes without being asked – “Johnny – give yourself two points for picking up your dirty clothes, good job”. The child adds points by touching the **round** green “earnings” touch button. Each time the button is touched one light will illuminate on the scale.

Purchases: Each player is allowed to establish a purchases list. The parent/teacher assigns a point value to each purchase. Purchase items are written into the Purchases area on the right side of the board – followed by the associated point value. With input from the child, purchases could include items such as; a friend overnight, a night at the movies, computer/TV time, pizza party or cash. Always keep in mind the value of the points being earned over the course of a week and try to establish a good balance for earning vs. purchases. As an example; you probably don’t want to offer a \$1 per point and have your child looking to cash-in 200 points for \$200 at the end of the week. The object is to offer obtainable goals, but making sure that the chores that need to be completed are getting done. Rather than giving a straight allowance of \$X dollars, Choropoly incorporates accountability. Points are only added after the task has been completed.

Fines: Fines are deducts for bad behavior. The parent/teacher defines the items that are finable and sets a deduct point value for violations. As an example, if your child leave dirty clothes on the bedroom floor that may be a minus one (-1) point. This list can be discussed with the child and they will even help with suggestions – they already know some of the things that they are **not** supposed to do.

Continued

Playing the game

Once you have established the tasks to compete for earnings, purchases, fines and associated point values, now you are ready to start. Very much like everyday life, the object is to earn points to make purchases, avoid getting fined and hopefully have a balance in the bank at the end of the week. With the permission of their parent/teacher the child touches the associated button to record earnings, purchases, and fines. The object of the game is to have a quick method to track earnings, purchases and fines, without having to continually perform tedious recalculating or updating complicated chore charts.

Recording Earnings points: When a player completes a task, they report to the parent/teacher and are allowed to give themselves the approved number of points. Recording a point is easy, wake-up the board if asleep - then simply touch the **round** earnings button located on the bottom of the earnings scale, one touch per point. “Johnny, I see you made your bed, give yourself X points”. Each time the button is touched one LED light on the scale will illuminate and the board will “ding”, thus adding one point. The earnings scale moves in an upward direction, thus indicating an increase in your points and bank balance. When the child reaches the top of the scale “25 points”, they write “25” in the box at the top of the scale, upon the next push of the button the scale starts over again back at the bottom. If they make it up the scale again, you erase the 25 and write in 50, and so on and so on until it is time to tally.

Making a purchase: Purchases are recorded by touching the **round** “Purchases” button at the top of the purchases LED Light scale. Recording points for purchases are done in the same fashion as earnings except the purchases move in a downward direction, representing a reduction in your points saving or “bank balance”. “Dad I want to purchase an hour of video game time”. “OK Johnny, record 6 purchase points on the board.” The parent/teacher should hear an audible of six (6) cha-ching sounds for 6 purchase points. As with earnings, when you hit the 25 mark, you write in “25” in the box at the end of the scale. When you touch the button the 26th time the Light bar will reset and you start back down the scale again.

Recording a fine: Fines are recorded the same as a purchase, but you touch the **round** fines button on the top of the fines scale button. With each touch of the fines button, one red light will illuminate in conjunction with a “buzz” sound.

Wake-up/Clear button

If there is no activity with the board for 2 minutes, then the LED lights and touch buttons go dormant. By pressing the wake-up/clear button for 1 second, the LED lights wake-up. Each time the board is woke up, it remembers which LED lights were illuminated. Once a week the points are tallied. After tallying points the LED lights need to be cleared and the scales wiped clear. By pressing and holding the wake-up/clear button for seven seconds, then the board resets. The lights will go out and the board is ready to start fresh. **Note:** Do not hold the wake-up clear button unless you are ready to clear all the LED lights.

Bank Tally

Once a week the kids get to work on their math skills by tallying their points. Totals for earnings, purchases and fines are entered into their respective boxes in the “My Bank”. The points for each are calculated by adding the points in the respective box next to each LED scale and remaining LED lights that are lit up on that associated scale. The points balance from the previous week is moved into the top box in “My Bank”. Starting with the previous week balance, you add new earnings, subtract new purchases and subtract new fines. Your new point balance will be calculated in the bottom box. Once the tallying is complete, wipe all of the points boxes on the board clean (except the new bank balance). Press and hold the wake-up clear button for 7 seconds – the game board will say “All Clear”. This will clear the LED lights. Now you are ready to start a new week.

Note: Remember to wake the board up. If no lights were previously lit, then nothing will light up when you wake the board. The board will go back to sleep if there is no activity for 2 minutes. All buttons are touch sensor, so a light touch is all that is needed.

Have fun, while learning important life lessons! **“Let’s play – Choropoly”**