

YOUR SKILLS. YOUR CHOICES. YOUR NEXT MOVE.

WELCOME TO THE PINDAB JOB MARKET

Choose a customer request, figure out your costs, and put your skills to work. Will you take the biggest payment, a quicker job, or leave time to practise?

THE GAME AT A GLANCE

Ages 8–12 with reading support as needed. For 1–4 players. Play 4 rounds, taking about 20–30 minutes. Start with $10 in pretend cash. No real money is needed.

WHAT YOU ARE LEARNING

Payment is money coming in. Supplies are money going out. Profit is payment minus costs. Practice can build a skill, but learning also takes time.

PRINT YOUR PACK

Page 2: rules. Page 3: skill guide. Pages 4–7: 16 job cards. Pages 8–9: 8 event cards. Page 10: player mat (one per player). Page 11: practice markers. Page 12: grown-up guide and worked answers.

READY TO PLAY

You need pencils and scissors. Cut apart the job cards, event cards and practice markers. Use Letter paper, single-sided, at 100% / Actual Size. The coloured labels also have words for black-and-white printing.

A PRETEND MARKET

These prices and jobs are made up for the game. Real work needs appropriate skills, fair agreements and adult guidance. The game does not promise real earnings.



HOW TO PLAY

1. SET UP

Each player gets a player mat and starts with $10. Everyone may use all four skills. Shuffle the 16 job cards and the 8 event cards into separate piles. Practice levels start at 0.

2. OPEN A ROUND

Lay out 4 new job cards. Flip one event card; it applies to everyone for this round only. Each player has 3 time units unless the event changes that number.

3. CHOOSE ONE JOB

Each player chooses one of the 4 jobs, or passes. Players may choose the same card: imagine separate customers. Check you have enough time and cash for the adjusted supply cost. You pay supplies before receiving payment.

4. CALCULATE YOUR CASH

Supply cost = printed cost plus event adjustment, minimum $0. Payment = printed payment plus event bonus plus your existing practice level for that skill. Profit = payment minus supply cost. New cash = old cash plus profit.

5. PRACTISE IF YOU HAVE TIME

After your job, you may use 1 unused time unit to practise one skill. Take its practice marker and raise that skill level by 1, to a maximum of 2. Practice costs no cash in this game. You may practise only once per round, even if you pass. The bonus begins next round.

6. RESET AND FINISH

Record your round. Discard all 4 displayed jobs and the event. Begin the next round with fresh time units. After round 4, most cash wins; ties share the win. Solo players aim to finish with at least $30. Explain one choice you would make differently next time.



MEET YOUR SKILL CREW

CRAFT | Make it with care

Handmade cards, signs and gift tags. Think about materials, finishing and what the customer asked for.

DESIGN | Make the message clear

Posters and digital graphics. Think about readable words, colour choices and getting the details right.

ORGANIZE | Make things easier to use

Sorting, labelling and checking supplies. Think about a system someone else can understand.

GROW | Help something thrive

Seed pots, labels and planters. Think about supplies, care instructions and the needs of the plants.

Practice level 0: printed payment. Level 1: add $1 to each future job in that skill. Level 2: add $2. You can build more than one skill over the game.



CUSTOMER REQUESTS | CUT OUT THE 4 CARDS

JOB 01 | CRAFT

Birthday card duo

A neighbour wants two handmade birthday cards.

Customer pays: $9
Supplies cost: $3
Time needed: 2 units

Apply this round’s event and your practice bonus.

JOB 02 | CRAFT

Bookmarks for book club

Make a small set of colourful bookmarks.

Customer pays: $6
Supplies cost: $2
Time needed: 1 units

Apply this round’s event and your practice bonus.

JOB 03 | CRAFT

Party sign

Create one large welcome sign for a party.

Customer pays: $13
Supplies cost: $5
Time needed: 3 units

Apply this round’s event and your practice bonus.

JOB 04 | CRAFT

Gift tag set

Make matching tags for four gifts.

Customer pays: $8
Supplies cost: $2
Time needed: 2 units

Apply this round’s event and your practice bonus.



CUSTOMER REQUESTS | CUT OUT THE 4 CARDS

JOB 05 | DESIGN

Club poster

Design a digital poster for a youth club event.

Customer pays: $10
Supplies cost: $1
Time needed: 2 units

Apply this round’s event and your practice bonus.

JOB 06 | DESIGN

Team graphic

Make a simple digital team announcement.

Customer pays: $7
Supplies cost: $1
Time needed: 1 units

Apply this round’s event and your practice bonus.

JOB 07 | DESIGN

Event mini-pack

Create three matching digital event graphics.

Customer pays: $14
Supplies cost: $2
Time needed: 3 units

Apply this round’s event and your practice bonus.

JOB 08 | DESIGN

Menu refresh

Design a clear one-page pretend cafe menu.

Customer pays: $11
Supplies cost: $2
Time needed: 2 units

Apply this round’s event and your practice bonus.



CUSTOMER REQUESTS | CUT OUT THE 4 CARDS

JOB 09 | ORGANIZE

Game shelf reset

Sort and label a family board-game shelf.

Customer pays: $8
Supplies cost: $1
Time needed: 2 units

Apply this round’s event and your practice bonus.

JOB 10 | ORGANIZE

Book swap setup

Sort books and make category labels.

Customer pays: $6
Supplies cost: $1
Time needed: 1 units

Apply this round’s event and your practice bonus.

JOB 11 | ORGANIZE

Craft cupboard

Organize supplies into labelled groups.

Customer pays: $12
Supplies cost: $3
Time needed: 3 units

Apply this round’s event and your practice bonus.

JOB 12 | ORGANIZE

Event kit check

Sort a community event kit and list missing items.

Customer pays: $10
Supplies cost: $2
Time needed: 2 units

Apply this round’s event and your practice bonus.



CUSTOMER REQUESTS | CUT OUT THE 4 CARDS

JOB 13 | GROW

Seed starter pots

Plant seeds in four small starter pots.

Customer pays: $10
Supplies cost: $4
Time needed: 2 units

Apply this round’s event and your practice bonus.

JOB 14 | GROW

Plant labels

Make labels for a balcony herb garden.

Customer pays: $7
Supplies cost: $2
Time needed: 1 units

Apply this round’s event and your practice bonus.

JOB 15 | GROW

Planter refresh

Refresh a small planter with new soil and plants.

Customer pays: $15
Supplies cost: $6
Time needed: 3 units

Apply this round’s event and your practice bonus.

JOB 16 | GROW

Seed kit assembly

Put together two labelled seed-growing kits.

Customer pays: $9
Supplies cost: $3
Time needed: 2 units

Apply this round’s event and your practice bonus.



ROUND EVENTS | CUT OUT AND SHUFFLE

ROUND EVENT 1

GOOD WORD TRAVELS

Each job pays $2 extra this round.

Applies to all players. Discard after this round.

ROUND EVENT 2

SUPPLY SALE

Each job costs $1 less in supplies this round. Costs cannot fall below $0.

Applies to all players. Discard after this round.

ROUND EVENT 3

PRICE JUMP

Each job costs $1 extra in supplies this round.

Applies to all players. Discard after this round.

ROUND EVENT 4

LESS TIME TODAY

Everyone has only 2 time units this round. Jobs needing 3 time units cannot be chosen.

Applies to all players. Discard after this round.



ROUND EVENTS | CUT OUT AND SHUFFLE

ROUND EVENT 5

CUSTOMER TIP

Each job pays $1 extra this round.

Applies to all players. Discard after this round.

ROUND EVENT 6

SHARED SUPPLY TABLE

Each job costs $2 less in supplies this round. Costs cannot fall below $0.

Applies to all players. Discard after this round.

ROUND EVENT 7

REGULAR DAY

Use the printed payment, supply cost and 3 time units.

Applies to all players. Discard after this round.

ROUND EVENT 8

EXTRA TIME

Everyone has 4 time units this round. You can still take only one job.

Applies to all players. Discard after this round.



MY SKILLS INTO CASH PLAYER MAT

Name: _____ Starting cash: $10

PRACTICE TRACKER: write 0, 1 or 2. Use the old level for this round’s job.

CRAFT ___ | DESIGN ___ | ORGANIZE ___ | GROW ___

ROUND 1 Job: _____ Skill: _____

Payment $_____ − supplies $_____ = profit $_____

Cash now $_____ Time used ____ Practised: _____

ROUND 2 Job: _____ Skill: _____

Payment $_____ − supplies $_____ = profit $_____

Cash now $_____ Time used ____ Practised: _____

ROUND 3 Job: _____ Skill: _____

Payment $_____ − supplies $_____ = profit $_____

Cash now $_____ Time used ____ Practised: _____

ROUND 4 Job: _____ Skill: _____

Payment $_____ − supplies $_____ = profit $_____

Cash now $_____ Time used ____ Practised: _____

FINAL CASH: $_____ One choice I am proud of: _____



PRACTICE MARKERS | KEEP BUILDING

Each marker means +1 practice level. Maximum 2 per skill per player. Print one copy of this page per player. Markers are reminders, not spendable money.

CRAFT +1

Add $1 to future jobs in this skill.

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Add $1 to future jobs in this skill.

DESIGN +1

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Add $1 to future jobs in this skill.

ORGANIZE +1

Add $1 to future jobs in this skill.

ORGANIZE +1

Add $1 to future jobs in this skill.

GROW +1

Add $1 to future jobs in this skill.

GROW +1

Add $1 to future jobs in this skill.

TIME CHECK: reset each round. Normally you have 3 units. A job uses the number on its card. Practice uses 1 more. One job and one practice action maximum per round.



GROWN-UP GUIDE | EXAMPLES & CHECKS

WORKED ROUND: EARN AND LEARN

Start with $10. Choose Club poster: payment $10, supplies $1, time 2. With Regular Day and Design level 0, profit is $9. Cash becomes $19. Use the remaining 1 time unit to practise Design. Design level becomes 1 for next round.

NEXT ROUND: APPLY YOUR BONUS

At Design level 1, Team graphic with Good Word Travels pays $7 + $2 + $1 = $10. Supplies cost $1. Profit is $9. If you began with $19, you now have $28. The job uses 1 of your 3 time units; you may practise once.

CHECK SUPPLY DISCOUNTS

Club poster costs $1 in supplies. Shared Supply Table reduces this by $2, so cost becomes $0, not minus $1. At Design level 0, payment $10 minus cost $0 means $10 profit.

CHECK THE TIME LIMIT

With Less Time Today, players have 2 units. Party sign needs 3 units and cannot be chosen. A 2-unit job fits but leaves no practice time. A 1-unit job leaves 1 unit for practice.

WHY THE BIGGEST PAYMENT MAY NOT WIN

With no event or practice bonus: Planter refresh pays $15, costs $6 and earns $9 profit. Event mini-pack pays $14, costs $2 and earns $12 profit. Comparing payment alone misses the costs.

HELP KIDS EXPLAIN THEIR CHOICES

Ask: What did the customer need? Which cost changed your decision? When was practice useful? What skill would you like to develop in real life? For younger players, help with arithmetic and leave out events for the first game. All printed job profits are positive; this is an introductory game, not a complete business simulation.