PRINTABLE TEAM GAME • AGES 9–14 • 4+ PLAYERS • ABOUT 20–30 MINUTES

GUESS MY HUSTLE!

Money words. Real skills. Careers worth discovering.



48 cards. Two teams. One minute to make it click.

Give the clues. Guess the answer. Discover something new on every card.

PRINT: Page 2 for rules • Pages 3–10 for cards • Page 11 for scores.
Print cards single-sided at Actual Size / 100%, then cut on the borders. Keep the answer side facing the clue giver.

PINDAB / GUESS MY HUSTLE!

THE RULES • Read once, then start playing

1 GET READY

Cut out the 48 cards and shuffle them together. Make two teams. You need a 60-second timer and a pencil. Choose a starting team; each team chooses its first clue giver.

2 GIVE CLUES

Start the timer. The clue giver takes the top card and reads either clue or both. They may add their own clues, but cannot say the answer, part of the answer, its first letter or a rhyming hint. No spelling or showing the card.

3 GUESS + KEEP GOING

Teammates can make as many guesses as they like. A correct answer earns 1 point. Put that card in your team's won pile and draw another. You may pass with no penalty; set that card aside for this turn. If the answer is accidentally said, set that card aside too.

4 LEARN + SWITCH

When time ends, put unfinished and passed cards under the deck. Read the Now You Know facts from the cards you won. Pause the timer for learning! Write your score. The other team takes its turn with a new clue giver.

5 FINISH

Play four turns per team, rotating clue givers. Highest total wins; a tie is a shared win. If cards run out, finish with the same number of turns per team, reshuffling won cards if needed.

KEEP IT FRIENDLY

Accept a clear equivalent, such as "working together" for TEAMWORK. For a close guess, ask for one more detail. Agree together before awarding the point. For younger readers, an adult can whisper the clues. For a calmer version, remove the timer and give each team three cards per turn.

PINDAB / GUESS MY HUSTLE!

CUT-OUT CLUE CARDS • Keep answers hidden from the guessing team

MONEY MOVES • 01

BUDGET

CLUES TO GIVE

I am a plan for your money.
I help you decide what to spend and save.

NOW YOU KNOW • Read after the turn

A useful plan includes money coming in and money going out.

MONEY MOVES • 02

SAVING

CLUES TO GIVE

You put money aside instead of using it now.
You might do me to reach a future goal.

NOW YOU KNOW • Read after the turn

Even small amounts can build up over time.

MONEY MOVES • 03

INCOME

CLUES TO GIVE

I am money you receive.
A job can be one source of me.

NOW YOU KNOW • Read after the turn

People can receive money from different sources, not only a job.

MONEY MOVES • 04

EXPENSE

CLUES TO GIVE

I am something you pay for.
Rent, supplies and bus fares are examples of me.

NOW YOU KNOW • Read after the turn

Tracking what you pay helps you see where money goes.

MONEY MOVES • 05

PROFIT

CLUES TO GIVE

You sell bracelets and subtract the business costs.
I am the money left after those costs.

NOW YOU KNOW • Read after the turn

Selling for $10 with $6 in total costs leaves $4.

MONEY MOVES • 06

LOSS

CLUES TO GIVE

Your business costs more than it brings in.
You finish with less money than you started with.

NOW YOU KNOW • Read after the turn

Bringing in $8 after spending $10 means you are down $2.

CUT-OUT CLUE CARDS • Keep answers hidden from the guessing team

MONEY MOVES • 07

NEED

CLUES TO GIVE

I am something essential.
Food and a safe place to live are examples.

NOW YOU KNOW • Read after the turn

What is essential can depend on a person's circumstances.

MONEY MOVES • 08

WANT

CLUES TO GIVE

I am something you would enjoy having.
You can often wait for me without missing an essential.

NOW YOU KNOW • Read after the turn

It is fine to enjoy extras when your plan allows for them.

MONEY MOVES • 09

RECEIPT

CLUES TO GIVE

A shop gives me after a purchase.
I list what you bought and what you paid.

NOW YOU KNOW • Read after the turn

Keep me to check charges or help with a return.

MONEY MOVES • 10

CHANGE

CLUES TO GIVE

You pay $10 for something costing $7.
I am the money the seller gives back.

NOW YOU KNOW • Read after the turn

Count what you get back before leaving the checkout.

MONEY MOVES • 11

DISCOUNT

CLUES TO GIVE

I lower the usual price.
A sale might offer me as a percentage.

NOW YOU KNOW • Read after the turn

A lower price only helps if the item fits your needs and budget.

MONEY MOVES • 12

PRICE

CLUES TO GIVE

I tell you how much a seller asks for an item.
You might see me on a tag.

NOW YOU KNOW • Read after the turn

The amount on a tag may not include taxes or delivery.

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CUT-OUT CLUE CARDS • Keep answers hidden from the guessing team

MONEY MOVES • 13

DEBT

CLUES TO GIVE

I am money that must be repaid.
You can have me after borrowing money.

NOW YOU KNOW • Read after the turn

Before borrowing, understand the amount and repayment terms.

MONEY MOVES • 14

INTEREST

CLUES TO GIVE

I can be a cost of borrowing money.
Some savings accounts also pay me to you.

NOW YOU KNOW • Read after the turn

The rate and the time involved affect the amount.

MONEY MOVES • 15

DONATION

CLUES TO GIVE

You give money or goods to help a cause.
You do not expect payment back.

NOW YOU KNOW • Read after the turn

People can also support causes by giving their time.

MONEY MOVES • 16

COMPARISON SHOPPING

CLUES TO GIVE

You check similar products at different sellers.
You look at full costs and quality before choosing.

NOW YOU KNOW • Read after the turn

Include fees and useful features when judging value.

SKILLS THAT WORK • 17

TEAMWORK

CLUES TO GIVE

People share tasks to reach a goal.
A sports team and a work crew both use me.

NOW YOU KNOW • Read after the turn

Clear roles and listening help a group work together.

SKILLS THAT WORK • 18

COMMUNICATION

CLUES TO GIVE

You use me to explain an idea clearly.
Listening is part of me too.

NOW YOU KNOW • Read after the turn

Checking that someone understood can prevent mistakes.

CUT-OUT CLUE CARDS • Keep answers hidden from the guessing team

SKILLS THAT WORK • 19

PROBLEM-SOLVING

CLUES TO GIVE

Something is not working and you explore ways to fix it.
You compare possible solutions.

NOW YOU KNOW • Read after the turn

Try to understand the cause before choosing a fix.

SKILLS THAT WORK • 20

CREATIVITY

CLUES TO GIVE

You think of fresh ideas or new ways to do something.
Artists and inventors use me, but so do other workers.

NOW YOU KNOW • Read after the turn

You can build this skill by trying different approaches.

SKILLS THAT WORK • 21

TIME MANAGEMENT

CLUES TO GIVE

You plan how to use the hours you have.
You decide what to do first to meet a deadline.

NOW YOU KNOW • Read after the turn

Leave some room for tasks taking longer than expected.

SKILLS THAT WORK • 22

NEGOTIATION

CLUES TO GIVE

Two people discuss terms to reach an agreement.
You might use me to agree on a job's price.

NOW YOU KNOW • Read after the turn

A fair agreement should be clear to both people.

SKILLS THAT WORK • 23

CUSTOMER SERVICE

CLUES TO GIVE

You help the people buying from a business.
You answer questions and handle concerns respectfully.

NOW YOU KNOW • Read after the turn

Being helpful also means being honest about what you can offer.

SKILLS THAT WORK • 24

ADAPTABILITY

CLUES TO GIVE

Plans change and you adjust your approach.
You learn a new way when the old way stops working.

NOW YOU KNOW • Read after the turn

Changing a plan can be a useful response, not a failure.

CUT-OUT CLUE CARDS • Keep answers hidden from the guessing team

SKILLS THAT WORK • 25

LEADERSHIP

CLUES TO GIVE

You help a group move toward a shared goal.
You support people and take responsibility.

NOW YOU KNOW • Read after the turn

Good leaders listen and do not need to do all the talking.

SKILLS THAT WORK • 26

ATTENTION TO DETAIL

CLUES TO GIVE

You notice small things that others might miss.
You check names, amounts and instructions carefully.

NOW YOU KNOW • Read after the turn

Small checks can prevent costly errors.

SKILLS THAT WORK • 27

DIGITAL LITERACY

CLUES TO GIVE

You use technology thoughtfully and safely.
You check online information and protect your accounts.

NOW YOU KNOW • Read after the turn

Knowing when a source is unreliable is part of this skill.

SKILLS THAT WORK • 28

RELIABILITY

CLUES TO GIVE

People can count on you to do what you agreed.
If you cannot finish, you let someone know early.

NOW YOU KNOW • Read after the turn

Trust grows when your actions match your commitments.

SKILLS THAT WORK • 29

PLANNING

CLUES TO GIVE

You think through the steps before starting.
You work out what materials and time you will need.

NOW YOU KNOW • Read after the turn

A clear first step makes a big goal easier to begin.

SKILLS THAT WORK • 30

RESEARCH

CLUES TO GIVE

You gather information to answer a question.
You compare sources instead of trusting the first result.

NOW YOU KNOW • Read after the turn

Check who made the information and what supports it.

PINDAB / GUESS MY HUSTLE!

CUT-OUT CLUE CARDS • Keep answers hidden from the guessing team

SKILLS THAT WORK • 31

PATIENCE

CLUES TO GIVE

You keep working even when progress takes time.
You do not expect every result right away.

NOW YOU KNOW • Read after the turn

Waiting can be active: learn, check progress and adjust.

SKILLS THAT WORK • 32

PRACTICE

CLUES TO GIVE

You repeat a skill to improve it.
Feedback helps you get better each time.

NOW YOU KNOW • Read after the turn

Focused effort on one weak spot can help more than repetition alone.

CAREER DISCOVERY • 33

ELECTRICIAN

CLUES TO GIVE

I install and repair wiring.
I help lights and electrical systems work safely.

NOW YOU KNOW • Read after the turn

This trade requires training and safety knowledge.

CAREER DISCOVERY • 34

PLUMBER

CLUES TO GIVE

I work with water pipes and drains.
A leaking sink might be a job for me.

NOW YOU KNOW • Read after the turn

This trade involves diagnosing problems as well as fixing them.

CAREER DISCOVERY • 35

CHEF

CLUES TO GIVE

I prepare food and plan dishes.
I also think about ingredients, portions and kitchen safety.

NOW YOU KNOW • Read after the turn

Food costs and reducing waste matter in this career.

CAREER DISCOVERY • 36

GRAPHIC DESIGNER

CLUES TO GIVE

I arrange images, colours and words.
I might create a poster, package or website graphic.

NOW YOU KNOW • Read after the turn

A strong design helps people understand a message.

PINDAB / GUESS MY HUSTLE!

CUT-OUT CLUE CARDS • Keep answers hidden from the guessing team

CAREER DISCOVERY • 37

GAME DEVELOPER

CLUES TO GIVE

I help build games people can play.
Coding, testing or design may be part of my work.

NOW YOU KNOW • Read after the turn

Making a game often involves people with different specialties.

CAREER DISCOVERY • 38

ACCOUNTANT

CLUES TO GIVE

I work with financial records.
I help check money coming into and leaving an organization.

NOW YOU KNOW • Read after the turn

Accurate records help people understand how a business is doing.

CAREER DISCOVERY • 39

CARPENTER

CLUES TO GIVE

I measure, cut and join building materials.
I might build cabinets or parts of a house.

NOW YOU KNOW • Read after the turn

Careful measurements reduce mistakes and wasted materials.

CAREER DISCOVERY • 40

NURSE

CLUES TO GIVE

I care for patients and monitor their health.
I work with other health professionals.

NOW YOU KNOW • Read after the turn

This career uses clinical knowledge, communication and care.

CAREER DISCOVERY • 41

MECHANIC

CLUES TO GIVE

I find and repair faults in vehicles.
I use tools and diagnostic equipment.

NOW YOU KNOW • Read after the turn

Finding the cause matters before replacing a part.

CAREER DISCOVERY • 42

ENTREPRENEUR

CLUES TO GIVE

I start or run a business.
I make decisions about customers, costs and what to sell.

NOW YOU KNOW • Read after the turn

Running a business involves uncertainty; sales are not guaranteed.

PINDAB / GUESS MY HUSTLE!

CUT-OUT CLUE CARDS • Keep answers hidden from the guessing team

CAREER DISCOVERY • 43

ANIMATOR

CLUES TO GIVE

I make characters or objects appear to move.
My work can appear in films, games or adverts.

NOW YOU KNOW • Read after the turn

Movement is built through timing, poses and many small decisions.

CAREER DISCOVERY • 44

URBAN PLANNER

CLUES TO GIVE

I help communities plan how land is used.
I think about housing, transport and public spaces.

NOW YOU KNOW • Read after the turn

This work considers different community needs and long-term effects.

CAREER DISCOVERY • 45

CYBERSECURITY ANALYST

CLUES TO GIVE

I help protect computer systems and information.
I investigate digital threats and weaknesses.

NOW YOU KNOW • Read after the turn

This career combines technical learning with careful investigation.

CAREER DISCOVERY • 46

EVENT COORDINATOR

CLUES TO GIVE

I organize the details of a gathering.
I manage schedules, suppliers and budgets.

NOW YOU KNOW • Read after the turn

A backup plan helps when a supplier or schedule changes.

CAREER DISCOVERY • 47

SOLAR PANEL INSTALLER

CLUES TO GIVE

I help fit equipment that turns sunlight into electricity.
I work with panels, mounting systems and safety rules.

NOW YOU KNOW • Read after the turn

This work needs practical training and may involve working at height.

CAREER DISCOVERY • 48

SOUND TECHNICIAN

CLUES TO GIVE

I set up equipment so people can hear clearly.
You might find me at a concert, studio or community event.

NOW YOU KNOW • Read after the turn

Testing equipment before an event helps prevent problems.

TEAM SCOREBOARD • One point for each correctly guessed card

OUR TEAMS

Team A: _____ Team B: _____

TURN 1 Team A: _____ points Team B: _____ points

Clue givers: _____

TURN 2 Team A: _____ points Team B: _____ points

Clue givers: _____

TURN 3 Team A: _____ points Team B: _____ points

Clue givers: _____

TURN 4 Team A: _____ points Team B: _____ points

Clue givers: _____

TOTAL: Team A _____ Team B _____

ONE THING WE LEARNED