



# Compound Interest

M A R A T H O N



7

When the marathon is complete, your child will see that the compound interest jar is much fuller than the interest-free jar. Explain that the compound interest jar earned compound interest and the other jar didn't. By doing the work to earn the interest, rather than settling for 26 coins, your child now has twice that amount.



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While your kid is taking the next lap, which signifies one mile, throw a coin in the compound interest jar. Add another coin each time a lap is completed.





**Start**



**1**



Cut out the 2 label printables.

**3**



Put 26 coins into the “interest free” jar and keep the “compound interest” jar empty.

**2**



Afix the labels to 2 jars.  
Place the 2 empty jars next to each other.

**4**



Give your kid a bag of 26 quarters. Tell them that they can have the 26 coins now, or they can earn twice that amount by running a “marathon.” A marathon is about 26 miles, but this marathon is 26 laps around the yard.

**5**



To start, your child will throw one quarter in the compound interest jar and take a lap around the yard.

## Object of the Game

To teach your child about the power of compound interest, you can spark their curiosity by setting out two big empty jars, giving them some coins, and telling them that they can earn money by completing a “marathon” around the yard.

**Ages:** 8–13

### Supplies

- Label printables "Compound Interest" and "Interest-Free"
- Two large jars
- 78 quarters or other denomination of coins



# COMPOUND INTEREST



# INTEREST-FREE

