

Finantsinspektsioon is giving the pocket money game as a gift to regional centres

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Finantsinspektsioon is giving the regional centres in Estonia the pocket money game as a Christmas present. The game is a simple and fun way of teaching financial literacy and was created jointly by Finantsinspektsioon and the youth information portal Teeviit from the winning entry in a competition to design a board game.

Teachers have so far been able to borrow the pocket money game with its accompanying worksheets for their schools for two weeks by applying to do so [online](#). Interest in the game has been very high and it is almost fully booked out for the whole of the next academic year, and so Finantsinspektsioon is now making it possible to borrow the game from regional centres.

“Giving the game as a gift to regional centres means that more teachers and pupils will be able to borrow it and play it. The game that resulted from the competition has now been travelling from school to school for several years. Last year we gave it to youth centres across Estonia and this year we are giving it to regional centres. We want as many children as possible to be able to play the pocket money game because we believe that learning about money can be fun if it is done through a board game”, said Chair of the Finantsinspektsioon management board Kilvar Kessler.

The pocket money game will be available to borrow from development centres in Pärnumaa, Valgamaa, Põlvamaa, Raplamaa, Jõgevamaa, Hiiumaa, and Ida-Virumaa, Haapsalu Põhikool school, and the Institute of Service Economy of TTK University of Applied Sciences in Tallinn. More information on borrowing the game and on who to contact can be found in Estonian on the [Teeviit website](#). The game can also be played at [youth centres](#) across Estonia as well as in the regional centres, and in schools that order the travelling game together with its worksheets.

The pocket money game is a simple and educational board game about saving and spending pocket money that is aimed above all at primary school children. The prototype of the game was made by Deisy Kukk, Kristofer-Robin Anniko and Ardi Vaher, who are students at Ülenurme Gümnaasium school and entered the competition organised by Finantsinspektsioon and the youth information website Teeviit to design board and card games.