1 - 2 - 3 - 4

we declare a ...

PENNY WAR

The Rules of the Game

Each class has a jar to drop copper coins into. Each penny is worth one point, each two-pence is worth two points. Whichever class has the most points by 14th June 2024 wins.

BUT … classes can sabotage each other and lower other classes' points by dropping silver coins into other class jars.

Gain points by adding copper coins to your class jar and lower other classes' points by adding silver coins to their jars.

The class with the most points by Friday 14th June 2024 wins the war... and a Treat Day!
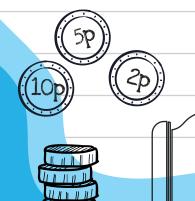
How it works:

Positive Points

1p + add 1 point
2p + add 2 points

Negative Points

5p - subtract 5 points
10p - subtract 10 points
20p - subtract 20 points
50p - subtract 50 points

The class with the most points wins a TREAT DAY!