Home Record

For parents using The Money Questions Case Handbook with a child, or with siblings and friends as a group.

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To download the case handbook and record sheets, visit **10qskills.com**

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Child or group _____

Score four skills, up to 3 points each

N
Notice
Found the facts that matter, and ignored the rest.

R
Reason
Linked facts to consequences: who benefits, who pays, and when.

D
Decide
Chose, and backed the choice with evidence from the case.

A
Adapt
Explained how the new fact changed the decision, or why it did not.

☐☐☐ **0** not yet

■☐☐ **1** emerging

■■☐ **2** competent

■■■ **3** strong

12 **Total out of 12** = N + R + D + A. Score the thinking, not the answer: two decisions can be opposite and both score 12.

Note how your child got there

I independently

H used the hint

G needed more guidance

Using the hint never lowers the score. In Chapter 10, score Adapt by how they respond when someone challenges their view.

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Progress map

Shade a square when a case is done.

1. Earn	1.1	1.2	1.3	1.4	1.5	
2. Want	2.1	2.2	2.3	2.4	2.5	
3. Choose	3.1	3.2	3.3	3.4	3.5	
4. Save	4.1	4.2	4.3	4.4	4.5	
5. Plan	5.1	5.2	5.3	5.4	5.5	
6. Invest	6.1	6.2	6.3	6.4	6.5	
7. Borrow	7.1	7.2	7.3	7.4	7.5	
8. Cost of Time	8.1	8.2	8.3	8.4	8.5	
9. Protect	9.1	9.2	9.3	9.4	9.5	
10. Live	10.1	10.2	10.3	10.4	10.5	10.6

A moment of good thinking

N Notice **R** Reason **D** Decide **A** Adapt · up to 3 points each, total out of 12 · **I** independently, **H** hint, **G** guidance

Case	Date	N	R	D	A	Total /12	I / H / G
Chapter 1: Earn							
1.1 No Charger in the Box							
1.2 Same Pizza, Two Prices							
1.3 The Update That Slowed the Phone							
1.4 Free to Play							
1.5 The ₹500 Question							
Chapter 2: Want							
2.1 The Shoe Nine People Have							
2.2 Was ₹2,999, Now ₹1,499							
2.3 Cereal at Eye Level							
2.4 Only 2 Left!							
2.5 The 48-Hour Skin							
Chapter 3: Choose							
3.1 The Free Concert							
3.2 Metro or Cab							
3.3 The Free Printer							
3.4 The Summer Choice							
3.5 Park or Parking							
Chapter 4: Save							
4.1 The Club's Kitty							
4.2 Two Shopkeepers							
4.3 The Cashback Trap							
4.4 The Tea Stall's Monsoon							
4.5 The Fair Fund							

Case	Date	N	R	D	A	Total /12	I / H / G
Chapter 5: Plan							
5.1 The 30-Minute Promise							
5.2 Free Flights with a Vacuum Cleaner							
5.3 The Gym With 3,000 Members							
5.4 The Chip Order							
5.5 The Café That Grew Too Fast							
Chapter 6: Invest							
6.1 The Mango Sapling							
6.2 Make Our Own Shows							
6.3 The Card Craze							
6.4 The Charging Stations							
6.5 Sun on the Roof							
Chapter 7: Borrow							
7.1 Lend Me ₹200?							
7.2 Shoes in Three Parts							
7.3 The Supplier Who Waited							
7.4 The Airline's New Planes							
7.5 Borrowing to Win							
Chapter 8: Cost of Time							
8.1 Grandma's Tin							
8.2 The Missing Discount							
8.3 ₹1,100 by Evening							
8.4 ₹500 Extra, But When?							
8.5 Bonus Now or Later							
Chapter 9: Protect							
9.1 The ₹500 Prize							
9.2 Two Locks							
9.3 Earn ₹5,000 a Day Liking Videos							
9.4 The Handshake Deposit							
9.5 Rain Cover for the Tournament							

Case	Date	N	R	D	A	Total /12	I / H / G
Chapter 10: Live							
10.1 The Smoke in November							
10.2 Free Heat, Paid Cooling							
10.3 The Borewell That Went Deeper							
10.4 The River in Your Walls							
10.5 The Bricks in Your Wall							
10.6 The Oldest Thing in Your House							