Light Up Your Life
A game that demonstrates how much money can be saved by using energy efficient lights.
For 4 to 24 players, 20 to 45 minutes.

Materials for four teams:
- 4 paper “Start” cards
- 20 paper “Light Up Your Life” cards
- 24 paper incandescent bulbs
- 8 paper CFL bulbs
- 8 Electrical bills
- 4 pencils
- 36 paper $1 bills
- 36 paper $5 bills

Directions:
1. Start with a very short introduction. Have both bulbs to demonstrate, if possible.
   a. Who invented the light bulb? (Thomas Edison)
   b. Edison didn’t invent the light bulb, but he made significant improvements in 1879, producing a bulb much like the one we use today. We have been using the same technology for over 100 years! Is it time to change?
   c. What type of light bulb is shaped like an ice cream cone?
   d. Compact fluorescent lights, or CFLs, are like the straight fluorescent bulbs used in schools, but they are twisted into a spiral to take less space.
   e. Which bulb is it safe to touch?
   f. CFLs don’t get very hot. That is why they are so efficient. Most of the energy they use turns into light. Edison’s bulb uses far more energy for heat than it does for light!
   g. Let’s play a game to show you how the costs of these two types of lights compare. You will need two bulbs to “Light Up Your Life!”
2. Play the game with two to four groups. Start by having them draw a “Start” card. Be sure there is one card for fluorescent bulbs for them to draw.
3. Give each team $20 to start the game.
4. Sell each team their light bulbs. Only one group gets CFL bulbs.
5. Pass out electrical bills to each team, and have them calculate what they will pay. Note that the bills are for 1,000 hours, not your typical monthly bill, but it makes the numbers easier to calculate. Use either the simple or more complex bill, depending on age and time available.
6. Have each team draw one “Light Up Your Life” card. There are enough cards for four teams to play 5 rounds. If you want to play 10 rounds, until the CFLs burn out, collect the cards, reshuffle them, and continue playing. You will also need to sell more bulbs. You can decide how many CFLs are available to buy, and when.
7. Pay each team their salary and any other money as directed on their card. If possible, have a second person follow, collecting the money for the electrical bill. Have everyone say “BZZT” to indicate the Edison bulbs have burned out, and collect them. They may choose to use one bulb instead of two to reduce their bill. When teams run out of money, they may write IOUs.
8. Repeat procedure of drawing a card, paying salary, collecting money, and throwing away bulbs. After 2 or 3 rounds, have students count their money and report:
   a. How much they earn
   b. What they pay
   c. How much money they have
9. Continue for up to 10 rounds, at which time CFLs burn out. Have teams report again.
10. Conclude with questions about which bulb students will tell parents to buy. Ask for their comments and questions about the game.

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