

06 FOR LITTLE SAVERS

Bank

Getting started, step by step

Saturday is pocket-money day, and the living room has a bank: a bank card with a secret PIN, an ATM on the screen, play banknotes with a barcode and a savings jar that fills up. Here is how to open the bank, and how the first visit goes.

Difficulty 3/5 · Medium

Ready in about 10 minutes



What you need



A computer, laptop or tablet **NEEDED**

With an up-to-date browser (Chrome, Edge, Safari or Firefox) and internet. Nothing to download or install.



Something to scan with **NEEDED**

Best with a USB hand scanner that works as a keyboard; a 2D model also reads QR codes. Or scan with the camera or a spare phone, or type the numbers under the barcode.



A printer **NEEDED**

For the bank cards, the play banknotes, the station signs, statements and the savings-jar poster.



A laminator **EXTRA FUN**

Laminated cards last for years.



A toy till **EXTRA FUN**

The play coins come from here.



Your email address **NEEDED**

For your free account. There is no password: you log in with a link or a code from the email.



A money box and a counter **NEEDED**

A box or tin for the play money (the ATM's cash), a table as the counter, and a picture of what each child saves for.

In this guide

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Setting up

Account, scanner, settings and the starter pack.

3

The first game

Step by step, with real screens.

4

Ideas and help

Ideas for playing, tips, and what to do if something doesn't work.

Setting up

Do this once, together with your child. After that, they can carry on by themselves.

1 Make a free account

Go to **beeptown.app** and tap **Try for free**. Enter your email address. You get an email with a link and a 6-digit code: click the link or type the code.

2 Open Bank

Choose Bank among your play worlds. On an iPad, tap **Share** in Safari, then **Add to Home Screen**: the play world then opens like a real app, full screen. Log in there with the code.

3 Connect the scanner

Plug the scanner into a USB port or pair it over Bluetooth. Tap **Settings** → **Test your scanner** shows whether it works. No scanner? Tap **Camera** at the bottom, or **Phone** to make a phone the scanner.

4 Make it yours

Open **Settings** (the sliders, top right). Give the bank a name ("Bank of Mum and Dad"?), choose euros or dollars, and which banknotes to print.

5 An account for every child

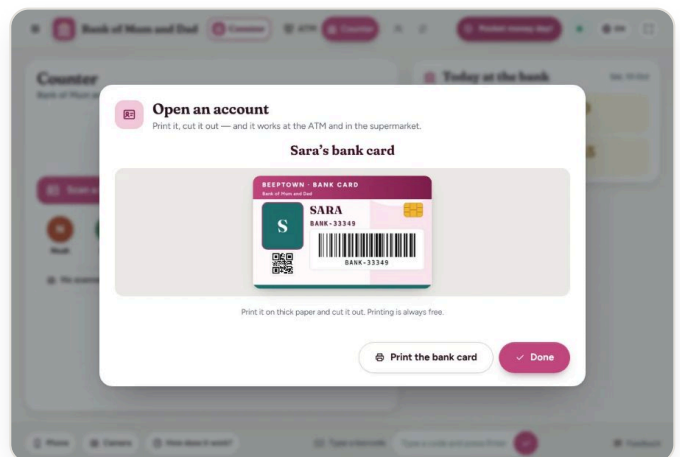
At the **Counter**, tap **Open an account**: a name, a photo, play money or real pocket money. The child picks a secret four-digit PIN, and the bank card prints at real card size.

6 Print the starter pack

In **Settings**: the two station signs, every bank card and a stack of play banknotes, in one go. Print at actual size (100%) and cut along the lines.

7 Set up the bank

The screen is the counter, the money box sits next to it. One device does both: switch between **ATM** and **Counter** with the tabs or by scanning the signs. A second device is a separate bank.



A bank card of their own, at real card size, with a barcode and a QR code.

The first game

Who does what? One child is the banker at the counter, another the customer; a third uses the ATM. A grown-up sets up pocket money and answers the grown-up sum. Then swap roles.

1 Pay in at the counter

At the **Counter**, scan the bank card, tap **Pay in** and scan the printed banknotes, or tap notes and coins. Each banknote counts once.

2 To the ATM

Switch to the **ATM** and scan the card. The child types the PIN on the big keypad, a hand over the keys. Three wrong tries? Then the ATM keeps the card.

3 Take money out

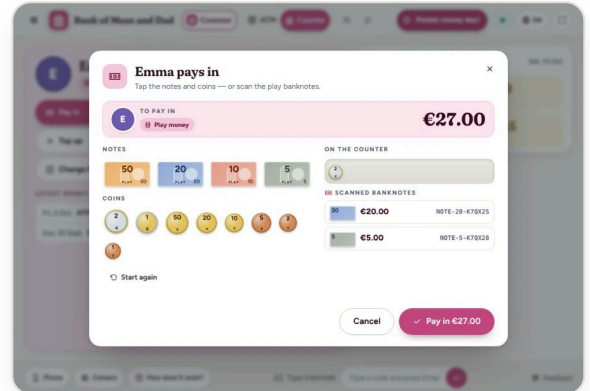
Choose an amount: the ATM shows exactly which notes and coins to take from the money box. Print a receipt if you like.

4 Pay each other

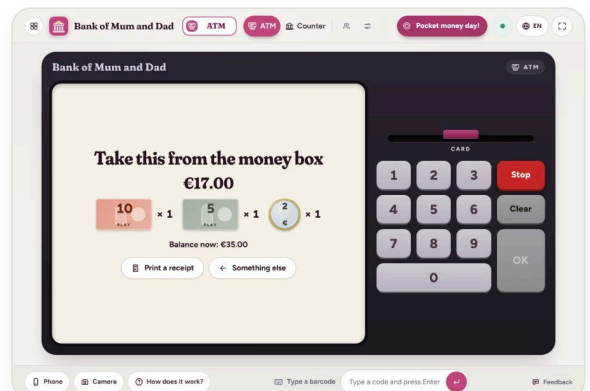
At the counter, scan two cards in a row: "Noor pays Sem". Type the amount, Noor types her PIN, and the money moves.

5 Saving up

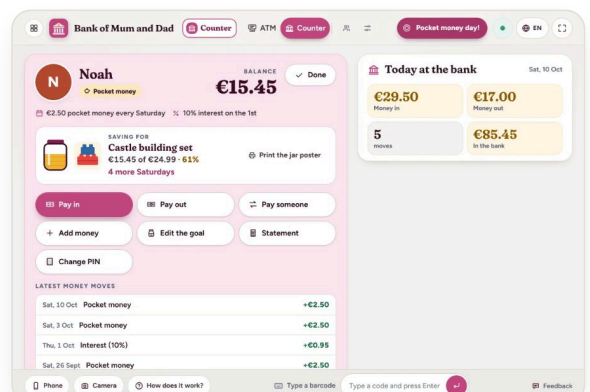
Scan a bank card at the counter and tap **Save up**: a title, a price and a picture. The jar fills with the balance; print the jar poster for the fridge.



Paying in: every banknote has a barcode of its own.



The ATM shows which notes and coins to take.



Saving up: the jar fills, "4 more Saturdays".

Real screenshots, with example data.



Tap **How does it work?** at the bottom of the screen together: a short tour shows everything, on the real screen.

Ideas for playing



Pocket-money day

In [Accounts](#), give a child weekly pocket money: it arrives by itself every Saturday, exactly once. Real pocket money asks for the grown-up sum.



Bank of Mum and Dad

Switch on interest, say 10% a month: on the 1st, the savings visibly grow. Print a statement together at the end of the month.



Shopping with the card

The same bank card pays in the Beeptown supermarket: its card terminal asks for the PIN, and the money comes off the account.

Something not working?

The scanner does nothing

First tap or click once in the app's window: the scanner types wherever the cursor is. [Settings](#) → [Test your scanner](#) shows what arrives, and whether the scanner sends an Enter after each code.

Odd characters or numbers

Set the scanner to the same keyboard layout as your computer. Its manual explains how, usually with a barcode to scan.

The camera won't start

Allow the browser to use the camera, and close other apps that use it. Hold the code still inside the frame, in good light. Typing always works: the numbers are under every barcode.

No email?

After a few minutes, look in your spam folder. A link and a code work once, for 15 minutes; otherwise ask for a new one.

Good to know

Try it free, pay once

With a free account you play with 1 account and 1 savings goal; the ATM, paying in and out and pocket money always work. Want more? This play world costs €17.99. You pay once: no subscription, no ads.

Everything stays at home

Names, photos and everything your children play stay in the browser on this device: we never receive them. A backup ([Settings](#) → [Download a backup](#)) also moves everything to another device.

Playing safely

Hand scanners use laser or LED light: never point one at anyone's eyes. Play together, especially with young children.

Need help?

In the app, [How does it work?](#) shows everything again. A question, an idea, or something not working? Email hello@beeptown.app or use the form on beeptown.app. We read every message ourselves.



Scan to start playing
beeptown.app/bank

Beeptown is a trade name of General Software B.V., De Molen 65, Houten, the Netherlands.

