

MONEY MATTERS (LEVEL 1)

Description	The learner will explore the concept of money as a medium of exchange and understand how it evolved over time. They will learn how money is used as a medium of exchange and acquire activity based knowledge on budgeting and money enterprising. They will design and create their own currency and use it to carry out transactions with their family and friends.
Leading Question	Why do we value money?
Subjects covered	Math & Economics
Total Time Required	4 hours over 4 days
Supplies Required	Paper, pens, color pencils (optional), household items such as food, clothing, toys etc. for pretend shop activity
Learning Outcomes	 Knowledge-based Outcomes: Interpret the differences between money-based exchange and bartering, and the advantages of the former over the latter. Identify and define the uses of monetary units. Classify and categorize the different denominations of currency. 21st Century Skill Outcomes: Improve critical thinking and organization by budgeting and enterprising through their money making plan. Enhance creativity through designing their own currency Strenghen presentation and communication skills Build on presentation and communication skills Social and Emotional Learning Outcomes: Respond to feedback in a positive way by listening attentively to it and showing gestures to acknowledge the given feedback. Acknowledge effort and reward by earning through chores finished.
Previous Learning	This project is most suitable for grade 1 and 2 students (ages 6-7)
Supervision Required:	High supervision

Day 1

Today you will begin looking at what we do with money.

Suggested	Activity and Description
Duration	



10 minutes	= :	harity, etc.) and the p	ing things, paying for school, eople involved when it v:
	Things you can do with money	Person involved 1	Person involved 2 (or more)
	Buying things	Buyer or customer	Shopkeeper
	trade money for som money (with bank ca make these exchange	ething else using coing rds). Think: can you tes? Did you know thand we didn't always	an exchange happening. We nor paper currency or electronic hink of using anything else to the money always existed? We just have paper bills or any of the
30 minutes	used to use to buy th more information: Has mone In what fo	ings long ago. Use th y always existed? rms did money exist	r neighbours on what people e following questions to collect in the past? get the things they need?
15 minutes	things with each other would exchange shoed bartering or the barter to understand the barter to	tarted using paper bier to meet their needes with a farmer to geer system. Play the forter system: er players from your hy human has three needucation. er, draw the following litem 1	lls, people were exchanging s. For example, a shoemaker et vegetables. This is called llowing game with your family nousehold or neighbors/friends eeds – food, clothing, and g table ltem 2
	- Go around your ho	~	ems (or more depending on the



	 When the game starts, players will walk up to each other to exchange the items they have with each other. Make sure that you trade with all players. After each round, write in the table the items that you ended up with at the end of the round. You can also draw them instead of writing.
10 minutes	 Reflect on the pros and cons of the barter system by answering the following questions: Was it easy to convince others to trade their items for yours? Do you think life during the barter era was easy or hard? Give reasons for your answer.

DAY **2**

Today you will create your own currency.

Suggested	Activity and Description
Duration	
10 minutes	Think about five items you would buy if you had money and draw them.
30 minutes	 Create your own paper money: On a piece of paper, cut out at least 10 rectangular shapes for your
	 On a piece of paper, cut out at least 10 rectangular shapes for your paper bills. You can also cut out other fun shapes! Think about the currency denominations you will use – these are the numbers printed on paper money indicating their worth. What numbers have you seen on paper bills before? In Qatar, for example, the currency denominations used are 1, 5, 10, 50, 100, 200 and 500. On your rectangular cutouts, make at least 2 bills of some denominations, i.e. 2 ones, 2 fives, 2 tens etc. Design your currency by coloring it and drawing interesting things on it like important buildings in your country, the national animal etc. You can use actual paper money as an example. Get creative! Think of a catchy name for your currency! Examples of currency would include dollars, rupees, shillings etc. Feel free to create your own catchy name.
5 minutes	Reflect on:
	 Can you purchase any of the items from your list using this money? You can ask your parents how much the items are worth. Do you need more or less money?
10-15 minutes	 Present the paper bills made to your parents/family members and receive feedback and suggestions for improvement.



	 Make the edits and make the final paper money bills to be used
	throughout the project.
15 minutes	(Optional) Try to earn money by helping your parents with housework:
	 The learner can help with making beds, cleaning tables and floors, washing dishes etc. Parents can pay learners depending on the difficulty of the chore
	 At the end of the day or week, the learner will calculate how much money she or he has made
	 The learner will think about what items they can now afford with the amount of money they made!
	 Parents can also use the paper money created by the learner instead of real money for this activity
10 minutes	Numeracy activity:
	 After creating your own currency and writing numbers on them, add the numbers on the bills and find out the total amount of money you have.
	 Arrange the paper bills in ascending and descending order.

Day 3

Today you will create your own coins and understand how coins and paper bills are related.

• Reflect on the types of coins you have seen and draw them, writing value next to them. You can ask your parents for coins they have are a shopkeeper with a parent to see the different kinds of coins. An example: Coin Value	
	e and visit
Euro cents 20 cents	
CENT CENT	
Source: CC BY-SA	



	 At the grocery store or corner shop, ask the shopkeeper what you can buy with coins. Notice that coins have a very small value and they can only be used to buy small or cheap items.
30 minutes	 Look at the relationship between coins and the paper bills: Draw 10 round shapes (or other fun shapes) to make some coins. Make 2 coins of each denomination of any currency of his or her choice. The denominations of the Euro coins (called Euro cents), for example, are 1, 2, 5, 10, 20 and 50 cent, €1 and €2. Even 1 and 2 Euros are available only as coins. It takes 100 cents to make one Euro or €1 = 100 Euro cents Now, try to add to the coins she or he has drawn to get the value of one paper bill e.g., How many cent coins do you need to get one dollar, Euro or other currency? Younger learners can simply add or subtract the values of any coins of their choice.

DAY **4**

Today you will have a shopping party with your family!

Suggested	Activity and Description
Duration	
20 minutes	Create your own coins!
	 First, you will decide on the denominations of their coins. Second, you will make at least 2 cutouts per denomination and write the values of the coins on each cutout Third, you will give the coins a creative name!
20 minutes	 Agree with your family members on items you are willing to sell for the shopping party. You can even make your own items like birthday cards, cookies, juice etc. and sell them. Each household member will gather their items just like they did on day 1 during the barter trade activity, but this time, they will use the paper bills and coins created by you to "purchase" these items. Everyone must think of a price for their items before the start of the party. If buyers do not have the exact amount needed to purchase the items and give learners more money than needed, ensure that learners subtract the price of the item from the amount issued to them and give the buyer back their change.
20 minutes	(Optional) Finally, think of how you can actually start a business to make money to buy some items like candy, stationary for school, etc. when you
	are older.



	 The learner can begin by asking their parents about the various ways people make money and make a list of all the options. These could include employment, business, talent-based careers e.g. singing, painting etc. The learner will reflect on their own interests – e.g. singing, cooking, coloring They will then reflect on different opportunities based on their interests and hobbies like setting up a lemonade stand (if they like making juice), selling artwork (if they like painting), walking neighbors' dogs (if they like animals) etc. The learner will illustrate their business by drawing themselves doing these activities The learner will also think of their future aspiration and how they want to make money when they grow up and illustrate this through a creative drawing The learner will share all their drawings with their family and discuss
	what they would do with the money they earn from this business
20 minutes	Thinking through everything you have learnt over the past 4 days, take note of TWO of the following:
	 What is the most important point you have learnt through this project? What are you finding challenging, puzzling or difficult to understand? What question would you most like to discuss further? What is something you found interesting?

Additional Enrichment activities	 The learner can practice subtraction using larger values of the paper and coin money.
Modifications for Simplification	The learner can skip the activities on coins and their denominations.

ASSESSMENT CRITERIA

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A majority of the students were able to:	
☐ Critically think about bartering vs money	
 Design currency notes and coins creatively 	
 Correctly price shop items according to monetary resources 	
 Accurately perform mathematical tasks, especially mental math 	

EAA welcomes feedback on its projects in order to improve. For feedback please use this link https://forms.gle/pVXs3vQEufuzSShs7



	all الجميع
☐ Conceptualize and understand enterprising/money making plan	
Conseptability making plan	