

Money Management



Purpose of Activity

This activity is designed to familiarize students with the different denominations of currency while creating a positive form of behavioral management for the classroom. The students will have the opportunity to decide how they want to spend the money they have earned, count currency, and count back change.

Concepts taught: benefits of positive behavior, counting money, spending and saving

Materials Needed

- Printed play money
uscurrency.gov/playmoney
- Containers for the students to keep their money in
- Treasure chests
- Coupons or small prizes for the students to buy

Instructions

- 1 Print the play money as needed. Label each treasure chest with the cost of the items in it. Place the coupons and prizes in the appropriate treasure chests.
- 2 Establish a behavior management system using currency. Tell the students that they will be rewarded with play money when they exhibit good behavior, complete chores, or help others.
- 3 **Optional:** Further explain that money can also be taken away with negative behaviors, not following directions or not being nice to others.
- 4 At the end of each month, have the students count their money. Give the students the opportunity to spend their money by going to a treasure chest or allowing them to save their money for a larger item.

Level of Learning

Level One: Assist the students when they are counting their money and paying for their treasures.

Level Two: Follow the activity as written above.

Level Three: Allow the higher learners to help others when counting money and shopping (understanding what items they can afford).

