

Math Kit and Caboodle: Play Money



Bank Roll

Materials:

- One die
- Play money

Instructions:

Pick a monetary value based on your student's level of advancement (for a beginner you might choose 25 cents, whereas for an advanced student you might choose \$19.49). Make sure you have enough paper money and coins, as well as the correct denominations, to make your total. Tell your student that you are starting a savings account, and that your goal is to reach the given total.

Next, give your student the die and instruct him/her to roll it once. The total on the die equals the total individual pieces of money that the student may put in the bank on that turn (you can't save everything at once!). See if your student picks out the highest denominations first, and use the white board to keep track of how much has gone into your account. The objective of the game is to reach the savings goal in the fewest rolls possible and to hit the exact amount.

For example, let's say my goal is \$19.49. I roll a 3 with the die. I get to choose three pieces of money, so I would choose a \$10 bill, a \$5 bill, and a \$1 bill (totaling \$16). On subsequent rolls, I would choose a \$1 bill, a \$1 bill, a \$1 bill, a quarter, a dime, a dime, and then four pennies (totaling exactly \$19.49!).

Play Store

Materials:

- Paper and pencil
- Play money

Instructions:

Ask your student to draw a picture of six or seven of his favorite things from home -- for example, clothes, books, backpack, toys, etc. Next, ask him/her to assign a price to each item based on how valuable it is to him/her, and then write the price under each illustration. Encourage the student to use prices with decimal values if possible (i.e. \$9.50). Set a low price limit (about \$10), so that you will have enough money to play the game.

Next, divide up the play money so that you have some and your student has some. Then pretend you are a customer at your student's store. Look at his products and prices and determine what you would like to buy first! When you have chosen an item, "pay" the student with a large denomination bill (i.e. \$10 or \$20). Here's the important part -- instruct your student to make the proper change. You won't "buy" the item if you don't get your change back!

You may also add a twist. Once your student has earned money from his/her sales, allow him/her to "buy" *your* possessions!

Game Show

Materials:

-White board, marker and eraser

-Play money

Instructions:

Tell your student that s/he is a contestant on your game show. With each question the student gets right, s/he will win an increasing amount of money (a la "Who Wants to be a Millionaire?"). In order to win the entire game, the student must answer ten questions correctly, with the final question worth \$100!

Here's the catch -- each question must be a math fact. The first question (worth a nickel) might be $2+2$. The next might be $3+8$. And so on. Write each question on the white board, and let your student work through them with the pen. See how far your student can go!

(Tip: Ask your student to keep track of the total amount of money s/he has won and to tell you at the end of the game.)