

GLOBAL TRADE

Exhibits like *From Around the World* and *Material World* reveal how economic choices connect us to people around the world.

Activities

What's in Your Closet?

Goal: To collect and interpret data about global trade

Materials: Items from closet, paper, pencil

Time: 15 minutes **Ages:** 6-up

Have your child pick ten things from his/her closet—toys, clothes, etc. Together check the “made in” label for each item. List the items and countries (or make a bar graph showing the number of items from each country), and then find the countries on a map or globe. Are there any patterns in the data?

Material World

Goal: To use photos and data to better understand the choices families make with the resources they have

Materials: Copy of the book *Material World* (see list of Family Resources)

Time: 10 minutes or more **Ages:** 8-up

Use the book *Material World* as the basis for a discussion of how families around the world make choices with the resources they have. What choices have the different families made? How do different families meet their needs for housing, transportation, or entertainment? Discuss the choices your family makes.



FAMILY RESOURCES

Books

Alexander, Who Used to Be Rich Last Sunday, by Judith Viorst (Aladdin Paperbacks, Simon & Schuster Childrens', 1987). Ages 6-8.

Alexander's grandparents give him a dollar—and he feels rich! There are so many things that he could do with all of that money! But somehow, through Alexander's misadventures, the money begins to disappear.

How Much Is a Million by David M. Schwartz, illustrated by Stephen Kellogg (A Mullberry Paperback, Morrow, 1985). Ages 6-10. *If You Made a Million* by David M. Schwartz, illustrated by Stephen Kellogg (A Mullberry Paperback, Morrow, 1994). Ages 6-10.

Beautifully illustrated and entertaining books in which Marvelosissimo, the Mathematical Magician, creates fantastic scenes in order to educate several young human and animal pupils about the meaning of a million.

The Kids' Money Book by Jamie Kyle McGillian (Sterling Publishing Co., Inc., 2003). Ages 8-13.

This book offers kids advice on everything from lemonade stands to Wall Street, with lots of practical information on earning, budgeting, saving, and investing.

Ultimate Kids' Money Book by Neale S. Godfrey (Simon & Schuster, 1998). Ages 8-13.

In this comprehensive guide, financial expert Neale S. Godfrey reveals everything you need to know about money, including how to earn it, save it, spend it, and share it—through engaging text and illustrations.

Eyewitness Books, *Money* by Joe Cribb (Alfred A. Knopf, 1990). Ages 8-up.

Through fascinating photos and text, this book tells the story of money in close-up—its history, its meaning, and its many forms around the world.

Material World: A Global Family Portrait by Peter Menzel (Sierra Club Books, 1994). Ages 8-up.

Photographers traveled around the world and took photographs of families surrounded by all their possessions. This book provides a fascinating and thought-provoking look at how people live around the world and the choices they make with the resources they have.

Moneyville Website

You can find more information and resources on the *Moneyville* website, plus you can play two interactive games from *Moneyville—Lemonade Stand* and *Get Real*. Just go to www.moneyville.org.

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Take-Home Activity Guide



Money isn't just dollars and cents. The ancient Aztecs used chocolate for money, and Yap Islanders used 500-lb. stones! So what *is* money and how does it work? You and your family can explore the history, science, math, and economics behind money in *Moneyville*.

In *Moneyville*, you'll see money—and math—in a whole new way. You'll discover that money is really all about making choices—with the power of math.

MONEY AND MATH

Exhibits in *Moneyville* help develop important math skills, such as understanding numbers, measuring and comparing, finding patterns, interpreting data, and thinking and reasoning. “Math at Work” labels highlight the math concepts found in each exhibit.

You can continue the fun and learning from *Moneyville* at home. This guide includes easy-to-do activities that build on key concepts in the exhibition.

As you do the activities, you can help your child develop mathematical thinking skills. Encourage your child to explain his/her problem-solving strategies and to think of different ways to solve problems:

“What strategy did you use?”

“Can you think of another way?”

Have fun!

THE MONEY FACTORY

What is money? Why was it invented? In exhibits like *Money Mysteries* and *Making Money*, you'll discover that just about anything can be used as money and you'll find out how money makes it easier to compare choices and trade.

Activities

Design Your Own Quarter

Goal: To explore the symbols used on money and what they mean

Materials: Paper, crayons, markers

Time: 20 minutes **Ages:** 4-up

Have each family member create his/her own state quarter or "family quarter" design, and then present it to the rest of the family along with the reasons for choosing that design. Compare family members' designs with actual state quarter designs. Why do you think some of the designs were chosen?

State Quarters

Goal: To collect and interpret data about money

Materials: 10 or more state quarters

Time: 10 minutes **Ages:** 6-up

Gather a number of state quarters—at least 10. Have your child organize the quarters in rows or columns by state to make a graph. Which state quarter is the most common? The least common? Why might that be?



THE BANK

In exhibits like the *Kids Bank* and *Make a Million*, you can explore the math behind the money, what banks do, and how your choices can make money grow.

Activities

Coin Concentration

Goal: To become familiar with U.S. coins

Materials: Four of each of the following coins: pennies, nickels, dimes, and quarters; sixteen small paper cups

Time: 10 minutes **Ages:** 5-7

Lay out the sixteen coins randomly in four rows of four coins each. Place a small paper cup upside down over each coin. Have players take turns uncovering two coins at a time to try to find a match. When a player makes a match, he or she removes the coins. The player with the most coins at the end of the game wins.

Hidden Coins

Goal: To use mathematical thinking to solve a problem

Materials: Assortment of pennies, nickels, dimes, and quarters

Time: 10 minutes **Ages:** 6-up

Hide a few coins in your hand, pocket, or under a napkin. Give clues one at a time and let family members try to guess what the coins are. Here's an example:

Hide 1 quarter, 2 dimes, and 1 nickel.

Clue 1: There are four coins. They add up to 50¢.

Clue 2: Two of the coins are the same.

Clue 3: One of the coins is a nickel.

Brainteaser

How many different combinations of coins can you think of that equal 20 cents? (Hint: There are nine combinations.)

TO MARKET, TO MARKET

Exhibits like *Lemonade Stand*, the *Kids Market*, and the *Stock Market* help build an understanding of supply and demand and how markets work. Whether it's a farmers market or the stock market, all markets depend on buyers and sellers making choices.

Activities

Making Change

Goal: To become familiar with the values of U.S. coins and to discover different strategies for making change

Materials: Small household items or toys "for sale;" assortment of pennies, nickels, dimes, and quarters; four paper muffin cups

Time: 15 minutes **Ages:** 6-8

Have your child set up a pretend store with small household items or toys "for sale" with prices under one dollar. Give your child some pennies, nickels, dimes, and quarters and help your child organize the coins in the muffin cups. Then "buy" something at the store and let your child practice making change. Help your child try different strategies, such as "counting up" or subtraction, to make change.

Stock Market

Goal: To collect and graph data on stock prices to learn how the stock market works

Materials: Stock prices listed in a daily newspaper or online

Time: 5 minutes a day **Ages:** 8-up

Give your child an imaginary \$1,000 to invest in stocks. Help your child choose a stock from the financial pages of a daily newspaper. Your child can then check the value of his/her stock daily in the newspaper or online and make a graph showing the price each day. Let your child follow the changes in price over a few days or weeks and decide when to "sell." Discuss the types of events that might affect stock prices.

DOLLARS AND SENSE

Making choices involves making trade-offs. Exhibits like *Balancing Your Budget* and *Get Real* show just how important math is to making everyday choices about money.

Activities

Making Choices

Goal: To use math skills to make choices about money

Materials: Newspaper ads or catalogs with items of interest to your child

Time: 15 minutes **Ages:** 6-9

Give your child an imaginary \$100 and some newspaper ads or catalogs. Let your child cut out pictures of what he/she would choose to buy and add up the cost, making sure not to go over \$100. Then talk about the choices he/she made.

Vacation Planner

Goal: To use math skills to make choices about money

Materials: Newspaper ads for family vacations and travel, or access to the Internet

Time: 20 minutes **Ages:** 9-up

Give your child a budget and have him/her plan an imaginary family vacation, using newspaper ads or the Internet to gather information on prices and options. Discuss expenses to include, such as food, lodging, transportation, entertainment, and souvenirs, and the choices your child makes.

Board Games

Games like Monopoly, the Game of Life, and Payday provide lots of opportunities to practice math skills as players make decisions about money.

Money—it's all about choices!