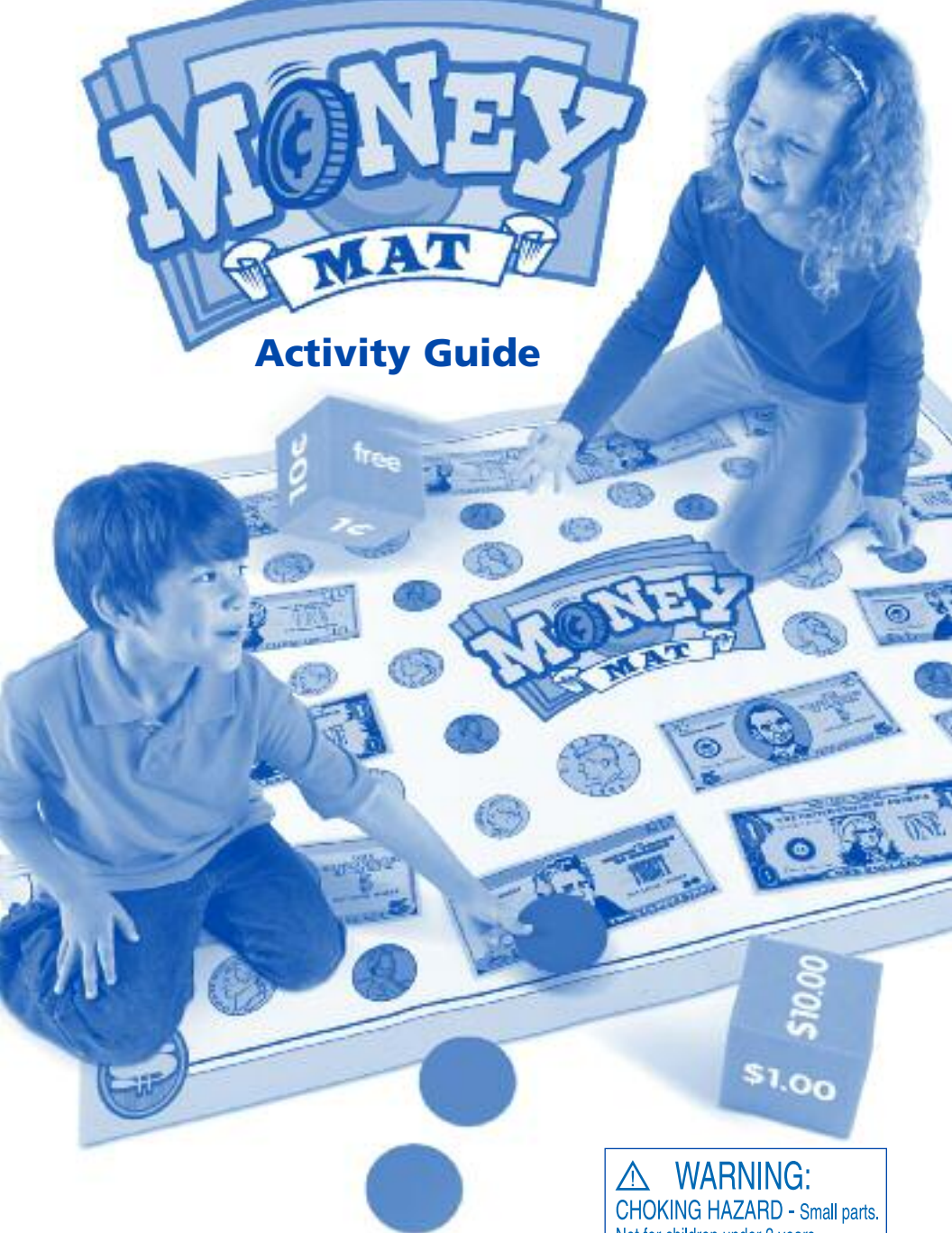




Activity Guide



 **WARNING:**
CHOKING HAZARD - Small parts.
Not for children under 3 years.

Contents: Vinyl mat, 2 foam cubes, 25 game cards, 28 game markers

The Money Mat teaches money recognition, counting money, adding money, and money values.

Equally as important, it promotes kinesthetic movement. Learning and kinesthetic movement ensure that children will want to play again and again. The activities provided in this set are just the beginning of the mat's many functions. The possibilities are endless!

*We recommended that players wear socks when using the mat to ensure its longevity.

Jump Around

Skills: coin and bill recognition

Number of players: whole class or small group

Game components: activity mat

Have players stand in a line to the left of the mat. Have the first player in line start by standing on a penny and jump to each coin and bill, in order of increasing value, up to the twenty-dollar bill. When the first player is done, the next player can go. You may wish to give each player 10 or 20 seconds to get through all the coins and bills because the denominations are scattered in multiple spots. Give all players a chance to jump around while learning their coins and bills.

Matching Money

Skills: money recognition

Number of players: two players or small group

Game components: activity mat, cubes, game markers

For this game, one player or an adult should be the "roller." He or she will stand at the top of the mat and roll the cube for the other players.

Decide which cube to use: the coin cube, the bill cube, or a mixture of both.

Two players play at a time. Each player will use five game markers of the same color. The roller will roll a cube, and the first person to

place a game marker on the coin or bill that it matches wins that round. The winner will keep the game marker on the mat. Play continues until one player has placed all game markers on the mat. If a “free” is rolled, the roller can choose a coin or bill to call out. Play again or have a different player challenge the winner.

An alternative way to play this game is for the players to call out the name of the coin or bill before placing a marker on the mat.

Money Race

Skill: counting money

Number of players: small group, whole class

Game components: activity mat, cubes

All players stand in a line to the left of the mat. Lay the cubes to the left of the line so that the players can easily grab a cube on their turn. The player at the front of the line will roll the cubes and determine the total amount. The player calls out the amount. Then, he or she taps a foot on the coins or bills that equal that amount, tags the next person, and moves to the end of the line. The next player will now roll a cube. See how many players can go in one minute or another specified amount of time. Try to beat that amount the next time.

This game can be played with just one player as well.

Money on the Move

Skill: counting money

Number of players: two players, small group, whole class

Game components: activity mat, game cards (green side), game markers

For this game, one player or an adult should be the “caller.” He or she will stand at the top of the mat and call the amounts on the cards.

Divide the players into two equal teams and have them form lines on opposite ends of the mat, to the right and left. Lay the game markers at the front of the lines. Each team selects a color for the game. The players at the beginning of each line will compete to put their game markers on the correct coins and bills that equal the amount called.

For example: If the caller says \$1.25, then players may place game markers on a one dollar bill and a quarter.

The first player to place the game markers on the correct coins and/or bills earns a point. Be sure to keep track of points earned for each team. It is now the next player's turn. Remove all markers from play and call another amount. The first team that reaches ten points wins.

There is no wrong way to find the correct amount, providing that the total is accurate and all players agree.

Money Matters

Skill: counting money

Number of players: two players, small group, whole class

Game components: activity mat, game cards (white side), game markers

For this game, one player or an adult should be the "caller." He or she will stand at the top of the mat and read the cards aloud.

This game can either be played with two teams (like Money on the Move) or one large team (like Money Race).

Lay the game markers at the front of the line(s). Each team selects a color for the game. The players at the beginning of each line will compete to put their game markers on the correct coins and bills that equal the amount called.

The white side of the card has a correct answer (below the question) so the caller will know who is right.



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