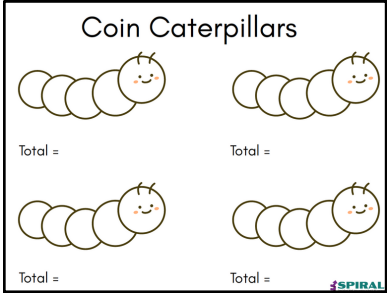
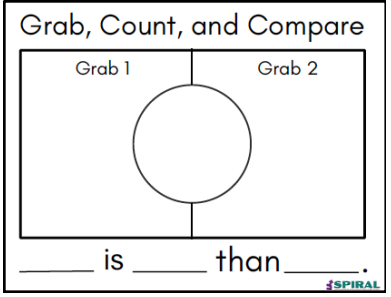
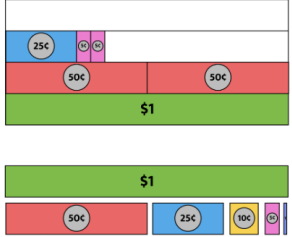


Money Fluency Activities

The table below provides examples of fluency-related games and activities that teachers can introduce to help students improve their fluency with money.

Activity	Instructions	Picture
COUNTING COINS GAME <i>Individual or Group Activity</i>	Before 1. Write varying dollar amounts (e.g., \$1.26). During 1. Provide student(s) with coins and have them fill each liner with the correct coin combination. 2. You also can have two or three liners with the same monetary values and tell students to make different coin combinations for each of the same monetary values.	
THE EXACT CHANGE GAME <i>Group Activity</i>	During 1. Much like Uno, this card game allows students to play a card that meets one of three requirements: • Matching the color of the last card played; • Matching the currency value of the last card played; and • Making exact change.	 <i>Source: Hand2Mind</i>
MONEY JAR <i>Individual or Group Activity</i>	During 1. Students can use the money set to learn how to identify coins and bills, count money, make change, put money in value order, add and subtract money values, and compare money values.	 <i>Source: Hand2Mind</i>

COIN CATERPILLARS Individual or Group Activity	During 1. Arrange coins in a wiggly line on a sheet of paper, taping them to hold them steady. 2. Make three or more coin caterpillars, adding legs and a face to make it fun. 3. Put a line under each caterpillar and have student count up the coins in each caterpillar to calculate the total value of each one.	
GRAB, COUNT, AND COMPARE Individual or Group Activity	Before 1. Create or print a Grab, Count, and Compare worksheet for student(s). During 1. Student(s) grab a handful of coins and add up the total value for Grab 1. They repeat this process for Grab 2. 2. Student(s) compare the two amounts and complete the sentence at the bottom of the worksheet to describe the comparison.	
MONEY BAGS GAME Group Activity	During 1. The Money Bags Game is a coin counting game where students earn money as they move along the board. 2. The player with the most money at the end of the game is the winner.	 Source: Amazon
VIRTUAL MANIPULATIVES Individual Activity	1. Access free technology-based manipulatives to support students' fluency with money by clicking on the link: bit.ly/srpowell or scanning the QR code. 	 money strips