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 do the different families make? How do different families meet their needs for housing, transportation, or entertainment? Discuss the choices your family makes.

FAMILY RESOURCES

Books
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.

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

In this comprehensive guide, financial expert N eale 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.

T hrough 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.

Photographers traveled around the world and took photographs of families surrounded by all their possessions. T his 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.

Moneyville was made possible by the generous support of the National Science Foundation, the James F. and Marion L. Miller Foundation and The NASDAQ Stock Market Educational Foundation, Inc. T he exhibit was created and is toured by the Oregon Museum of Science and Industry.

MONEYOPOLIS is a registered trademark of Ernst & Young. The MONEYVILLE trademark is used under license.

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. T his 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 become familiar with U.S. coins
Materials: Paper, crayons, markers
Time: 10 minutes  Ages: 4-up

Have each family member create his/her own state quarter “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 cents.

Clue 2: Two of the coins are the same.

Clue 3: One of the coins is a nickel.

Clue 4: The others are quarters.

Clue 5: 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 farmer’s 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: 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.

Vacation Planner

Goal: To use mathematical thinking to solve a problem
Materials: Assortment of pennies, nickels, dimes, and quarters
Time: 10 minutes  Ages: 8-up

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.

DOLLARS AND SENSE

Making choices involves making trade-offs. Exhibits like Balancing Your Budget and Get Reel 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 mathematical thinking to solve a problem
Materials: Assortment of pennies, nickels, dimes, and quarters
Time: 10 minutes  Ages: 8-up

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.

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.