



The "Classroom Store" Activity

Objective:

To teach students the practical application of money, coin identification, counting, and the concepts of spending and saving in a hands-on, engaging environment.

Materials:

- A variety of real or play U.S. coins (pennies, nickels, dimes, quarters). Using real coins can be more engaging.
- Small, inexpensive items to "sell" (e.g., erasers, stickers, small toys, or even "rewards" like extra recess time or choosing a book to read).
- Price tags for each item (use simple amounts appropriate for first graders, like 15 cents, 25 cents, etc.).
- Small cups or "wallets" for each student to hold their money.
- A "bank" or cash register for the teacher or a student helper.
- Optional: "Savings Jars" for students to save some of their earnings

Instructions:

1. **Introduce Coins and Value:** Start the lesson by reviewing the names and values of the coins. You can use an anchor chart or online resources from the Utah Treasurer's website for visual aids.
2. **Earn "Income":** Give each student a fixed amount of coins (e.g., 50 cents in mixed coins) at the start of the activity to simulate income, or have them earn "classroom currency" through classroom jobs or good behavior in the days leading up to the activity.
3. **Set Up the Store:** Arrange the items with clear price tags.
4. **Shop and Count:** Students take turns "shopping." They must count their coins to ensure they have enough money for their desired item(s) and practice making the correct payment. This reinforces counting by 1s, 5s, 10s, and 25s.
5. **Discuss Financial Decisions:** After the shopping session, hold a class discussion. Ask questions like:
 1. "Did you have enough money for everything you wanted?"
 2. "Did you spend all your money or save some?"
 3. "Why is saving money a good idea?"
6. **Introduce Saving:** Encourage students to put any leftover money into their personal "savings jar" for a future, bigger "store" event, emphasizing the concept of saving for goals.



- Hands-On Learning: Using physical coins and objects makes abstract financial concepts tangible.
- Real-World Application: The activity simulates a real shopping experience, making the learning relevant and exciting.
- Decision Making: Students have to make choices between different items based on their budget, introducing basic budgeting and the concept of needs versus wants.
- Math Skills Practice: The process of counting coins and making purchases provides repeated practice with essential math skills.
- Utah Connections: The activity aligns with general financial literacy standards that are promoted by resources from the Utah Jump\$tart Coalition and the Utah Office of State Treasure