



Money Words!

Build your financial word bank with these fun vocabulary cards and games.

Where Are We Going?

Students will extend their financial vocabularies by playing a variety of vocabulary games.

Get Ready!

Time required for lesson: Varies

Materials/Resources:

- Sets of [Money Words! cards](#) for each group of players (Consider using cardstock and lamination for increased durability.)
- [Money Words! Games and Rules](#)

Technology Resources: None

Preactivities: Prepare Money Words! cards

Get Set!

Demonstrate and explain the rules of the game you would like students to play. Money Words! games and rules can be found on pages 3 and 4 of this lesson.

Go!

Allow students to play one or more Money Words! games.

Got It?

Assess student understanding of financial terms through informal observation or verbal or written assessment.

North Carolina Curriculum Alignment

Here's how the vocabulary terms included in this lesson align with each grade-level's standards:

Kindergarten: wants, needs, scarcity, economy, spending, saving, goods, services

First Grade: wants, needs, limited resources, earn, income, division of labor, saving, spending,

Second Grade: producer, consumer, goods, services, employment, revenue

Third Grade: scarcity, production, distribution, consumption, goods, services, division of labor,

Fourth Grade: limited resources, wants, needs, opportunity cost, natural resources, human resources, capital resources, spending, saving, taxes, specialization

Fifth Grade: human resources, natural resources, capital resources, economy, distribution, traditional economy, command economy, market economy, specialization, production, consumption, surplus, scarcity

Money Words Games and Rules

Money Words! Concentration

Number of players: 2 or more

1. Give each team of players a set of word and definition cards.
2. Have students mix up the cards and place them face down on a table.
3. The first player turns over two cards. If the word and definition match, the student holds onto the cards and picks another two. If the cards don't match, the player turns the cards back over and the next player takes a turn.
4. Play continues until all cards have been matched.
5. The player with the most pairs wins.

Money Words! Charades

Number of players: 2 or more

1. Place word cards into a box or bag.
2. One player selects a card and acts out the meaning of the word.
3. The player who correctly guesses the word being acted out becomes the next actor.

Vocabulary Baseball

Number of players: 8 or more

1. Turn the classroom into a baseball diamond by making each corner of the room a base: home, first base, second base, and third base.
2. Divide students into two teams.
3. The teacher serves as the pitcher in the middle of the room.
4. The team that is up first lines up next to home base. The first player up at bat stands on home base and decides whether he/she will go for a single, double, or triple.
5. The teacher pulls a word card from a bag. For a single, the student must correctly define the word. For a double, the student must define the word and use it in a sentence. For a triple, the student must define the word, use it in a sentence, and tell what the word is like and not like.
6. If the player answers all parts correctly, they move to the appropriate base.
7. If any part of an answer is wrong, the player is out.
8. Continue reading definitions to new players and having players move around the bases until a team has three outs.
9. One point is scored for a team each time a player crosses home base.

Vocabulary Password

Number of players: 2 or more

1. Give each player an equal number of word cards.
2. Each turn lasts for 60 seconds.
3. The first player selects a card and describes the word on the card without using the word. The other player guesses the word. Either player can "Pass" and move onto the next word.
4. See how many words the second player can correctly guess in 60 seconds then switch roles.
5. If playing in teams of 2 or more, players describe words to their teammates to see how many words the team can guess in 60 seconds.

Looping Game

Number of players: 8 or more

1. Give each player two cards, one card with a word and one with a definition.
2. The first player says, "I have X, who has Y?" and reads first their word card and then their definition card.
3. The player who has the word that matches the definition that was read responds by saying, "I have X, who has Y?" and the game continues looping around the classroom until all words and definitions have been read.

Go to the Bank

Number of players: 2

1. Place all cards in a deck, shuffle, and deal each player seven cards. Place the remaining cards in a pile. These will be the Bank.
2. Each player lays their matches down in front of them. Each time a match is laid down, the player says, "Deposit."
3. Player 1 asks Player 2 either: "Do you have a word that means X?" or "Do you have the definition of X?"
4. If Player 2 has the requested card, they hand it to Player 1 and Player 1 goes again.
5. If Player 2 does not have the requested card, they tell Player 1 to "Withdraw." Player 1 then draws a card from the Bank pile. If Player 1 draws the card they requested, they go again. If they do not, it is Player 2's turn.
6. The game ends when one player has no more cards. The player with the most matches wins the game.