

# Classroom Benefits Store

*Activity*

**Resource:** Wallet Wellness

**Grade(s):** 1 2 3

**Division(s):** Primary

## What Is It All About?

Students create a Classroom Benefits Store and practise simple cash transactions to make purchases.

## Why Do It?

This activity provides students with the opportunity to practise simple cash transactions that will develop proficiency with addition, subtraction, mental math strategies, and math facts.

## How Do We Do It?

- Co-create a shopping experience with students for a day/week/month.
- Lead a class discussion on which classroom “benefits” students would like to purchase from the Classroom Benefits Store (e.g., work with a friend for a class, sit in a special chair to read, extra time on computer).
- Students create a list of classroom benefits on chart paper and label prices next to each benefit.
- When students want to use a benefit, they ask permission to spend “money” to “purchase” it. All students begin with the same amount of money to spend.
- Consider providing students with the opportunity to play different roles (e.g., a treasurer/banker, purchaser) in the group.

- At the end of the day/week/month, discuss with students how they spent their money and why.

## What Else Do We Need?

- Chart Paper/Interactive Whiteboard
- Markers
- Tape
- [Canadian Currency and Payment Methods Templates \(Black & White\) \(PDF\)](#)
- [Canadian Currency and Payment Methods Templates \(Colour\) \(PDF\)](#)
- [Price Tag Template \(Black & White\) \(PDF\)](#)
- [Price Tag Template \(Colour\) \(PDF\)](#)

## How Do We Get Creative?

Partner up with other classes to work toward larger “benefits” or use each other’s charts to integrate new benefit ideas.