

\$ The History and Evolution of Money

Activity Sheet

Name: _____

Date: _____

Grade: _____

Activity 1: Design Your Own Currency!

You are the leader of a new country called **Moneylandia**. Design a new form of currency! Answer the questions below, then draw your coin or bill in the box.

What is your currency called? _____

What is it made of (paper, metal, digital, other)? _____

What image or symbol will appear on it and why? _____

How will you make sure people trust it? _____

Draw your coin or bill here:

Activity 2: Build the Money Timeline!

Below are money milestones all scrambled up. Write the letter of each event in the correct order on the timeline from EARLIEST to LATEST.

Events (scrambled):

A. Bitcoin is invented

B. First coins minted in Lydia

C. Barter system used by early humans

D. China invents paper money

E. Credit cards introduced

F. Roman Empire spreads coins

Write the letters in order from earliest to latest:

____ 1st	____ 2nd	____ 3rd	____ 4th	____ 5th	____ 6th
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Activity 3: The Barter Challenge

You live in a world with NO money — only barter! You have: **3 loaves of bread, 2 chickens, and 1 fishing net.**

Read each situation and answer the question:

1. You need new shoes. The shoemaker has shoes but only wants milk. You have no milk. What could you do?

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2. You want to trade 1 chicken for apples, but the apple farmer says "a chicken is worth 20 apples." Is this fair? How would you decide?
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3. Name ONE reason why this barter world is frustrating, and ONE reason a system of money would be better.
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Activity 4: History of Money Word Scramble

Unscramble each word from the History of Money slideshow!

TRERAB

->

NATIIONFL

->

NOIC

->

DRATE

->

TAFI

->

LDGO

->

★ ANSWER KEY ★

Activity 2 – Timeline Order

Correct order: C, B, F, D, E, A

(Barter -> Lydia Coins -> Rome -> China Paper -> Credit Cards -> Bitcoin)

Activity 4 – Word Scramble

TRERAB -> BARTER

NOIC -> COIN

TAFI -> FIAT

NATIIONFL -> INFLATION

DRATE -> TRADE

LDGO -> GOLD

Activity 1 — creative, open-ended

Award points for creativity + meeting the 5 properties: durable, portable, divisible, limited, accepted.

Activity 3 — open-ended

1. Find a chain trade or go without.
2. Accept reasoned answers about fairness.
3. Frustration: no standard value / hard to split goods. Money: standard value, portable, accepted everywhere.