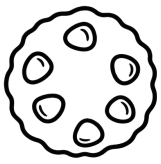
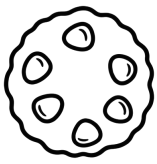
Trade Day!

Name _____ Date _____

Long ago, people traded things instead of using money. Can all three friends get what they want? Draw arrows to show who gives what to whom.

Max	Lily	Omar
I have 	I have 	I have 
I want 	I want 	I want 

Trading is tricky! Now everyone has a play coin. Each thing costs 1 coin. Circle the ONE thing you would buy.



MY MONEY CHOICE

Would you rather trade or use coins? Circle one.

TRADE **COINS**

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Trade Day!

The quick lesson (read aloud, about 1 minute)

> Long, long ago there was no money. People **traded**: "I'll give you my apples for your fish." But trading only works when you each want what the other one has. **Money** fixed that problem. Everyone agrees a coin has value, so you can buy from anyone.

Two teaching points

1. Trading needs two people who want each other's things.
2. Money makes buying and selling easier for everyone.

Answer key

Yes! Everyone can trade in a circle: **Max** gives his apple to **Omar**, **Omar** gives his shell to **Lily**, and **Lily** gives her cookie to **Max**. No two friends can swap directly, which is why trading is hard and money helps.

10-minute run

1. Act out the trade with three children.
2. Draw the arrows together.
3. Buy one thing with a coin and talk about the difference.

Ask

"What if Max wanted a marble and nobody had one?"

Goal

Trading only works when two people want each other's things. Money makes buying easier.

Take it further

Play a classroom trading game with paper tokens, then play again with play coins. Which was faster?

Standard: National Standards for Personal Financial Education (Council for Economic Education and Jump$tart), area: **Spending**. Print double-sided: the activity on the front, this teaching side on the back.

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