

Money and Time Materials

Money

Adapting Math Curriculum - Money Skills

17407 K-3
Book and CD-ROM 2007 Attainment

Eight progressive skill sets are broken down into teachable objectives. Skill Set One, for example, requires students to identify and name coins and bills up to ten dollars, while in Skill Set Six, students count money to pay for purchases up to ten dollars with exact amounts. Objectives have a sequence of benchmarks linked to specific worksheets that help students progress at their own pace.

Buy and Sell

18806 1-6
Game 1976 DLM
Offers practice in how to count money and make change.

Cash in a Flash

81501 1-6
Game 1977 Math Group
Is a card game, like Go Fish.

Change Equivalence Puzzle

15442 4-9
Game - Incentives for Learning
Puzzles that teach money equivalents. The purpose of the puzzles is to show that different coin combinations can make the same amount of money.

Coin Matching

15758 1-6
Cards - Learning Resources
Have to match the picture of the various coins with the number amount.

Coin Puzzles

81468 1-6
Game 1974 DLM
Students match coin illustrations to numerical amounts.

Coin Recognition Learning Center

Collection - Bag Of Bones

25675 K-3
Game - Education Center
Is a coin recognition game.

Coin Skills Curriculum

22809 12+
Book 1988 Edmark
Is a behavioral program which covers selected basic money skills.

Coin Stamps: Tails

25113 1-3
Manipulative- Educare
Has 5 different coins of the tails of coins and a stamp pad.

Coin Stamps: U.S. Heads

18348 1-9
Manipulative- DLM
Includes penny, nickel, dime, quarter & half-dollar.

Coins and Bills

0055 1-6
Manipulative- DLM
Contains realistic cardboard and paper facsimiles of money.

Coin-U-Lator

14144 1-12
Equipment 1998 Attainment
Makes coin counting easy and fun. Instead of standard numbers on a regular calculator, this device uses realistic coin buttons. A simple switch changes the activity from addition to subtraction. A game option lets students show off their money skills.

Counting Money and Making Change

25804 1-6
Book 1989 Weston Walch
Covers: counting money, counting change, coin identification and simulations.

Counting Money Coins and Bills

18781 1-6
Book 1981 Media Materials
Gives the beginner practice in recognizing and counting five different coins and five different bills.

Dino Bingo: Money

25649 1-3
Game 1992 Educational Insights
Includes bingo cards, dinosaur counters and game spinner.

Dollar Line

18419 1-6
Kit - Attainment
Helps teach students to count money and make change up to a dollar. Kit includes a Dollar Line with two sides, superior imitation coins in a 6-compartment organizer plus a teacher's guide. Lessons cover: counting like and unlike coins to and from a dollar; making equivalent change; making purchases and counting change; and story problems.

Money and Time Materials

How Much Will it Cost Stamps

23431 4-6
Stamps 1984 Didax
Consists of 14 stamps that include sentences with words missing about how much different things would cost. Have to fill in blanks.

Learning About Money Grades 2-3

25877 1-3
Workbook 1982 Schaffer
Teaches money concepts while reinforcing computation skills.

Money Bingo

18735 1-6
Game 1977 Trend
Contains money counting practice as players match coins with money values.

Money Bingo

20621 1-3
Game 1977 Teaching Resources
Is a bingo game on coin values.

Money Book B

18289 1-3
Book 1983 Continental Press
Focuses on the values of different coins & bills.

Money Calc

15661 1-12
Equipment 1999 PCI Educational
The calculator takes the mystery out of money math and helps students master basic math, coin counting, and 'real-life' money-handling skills. It has two modes: The Money Calc and Calc Mode. In the Money Calc mode, the LCD screen shows values as decimals with the dollar sign, dollars, and cents. For example, when \$2.50 is added to \$2.50 the screen displays \$5.00, unlike a traditional calculator, which converts the amount to 5. In the Calc Mode, the Money Calc functions as a traditional calculator for working math problems that do not involve money.

Money Counts

80912 1-6
Book 1978 Enrich
Has activities and games to work on money skills.

Money Discs

11624 4-6
Game 1976 Trend
Builds money counting concepts.

Money Dominoes: Set 1

81478 1-6
Cards 1977 Teaching Resources
Works on identification and calculation of money denominations.

Money Dominoes: Set 2

17775 1-6
Cards 1977 Teaching Resources
Works on identification and calculation of money denominations.

Money Flash Cards

14087 1-6
Cards 2004 Trend
Photos of coins & bills build identification and computation skills. Is a fun way to teach basic math concepts. Are engaging activities for home, school, and travel.

Money Game

18778 1-6
Game 1972 DLM
Challenging game works on identification of coins and their values.

Money in Action

24239 1-6
Game 1979 Incentives for Learning
Students learn to budget as they meet daily activity and job related expenses. Students relate the realistic job opportunities and situations to their own life experiences. Includes a 24" gameboard, paper bills, two pads of tally sheets, chance cards, six place markers and a die. Instructions enclosed.

Money Lines

21322 1-6
Cards 1979 Teaching Resources
Designed to help children recognize different coins, their names and numerical symbols, in order to develop an understanding of coin relationships, making change and other money-related skills.

Money Makes Sense - 3rd Edition

16514 6-12
Workbook 1997 Globe Fearon
Works on sequencing, coin addition, dollar & coin combinations and matching money with price tags.

Money and Time Materials

Money Mix 'n Match Puzzles

13536 1-6
 Game 1976 Trend
 Puzzles match coins or bills with its respective value.

Money Puzzles

81480 1-6
 Game 1977 Teaching Resources
 Has 24 2-piece puzzles for teaching coin and bill recognition.

Money Skills

Workbook 1988 Carson Dellosa
 Works on pennies, nickels and dimes, both in recognition and counting.

Preschool	24991	1-3
Kindergarten	24990	1-3
Grade 1	24989	1-3
Grade 2	24988	1-3

Money Wise

22159 1-6
 Kit 1988 DLM
 Comprehensive, developmentally sequenced instruction and practice program.

Oregon Math Money:

Kit 1981 C.C. Publication
 Is a realistic program that teaches money without the need for a pencil and paper.

Book	81009	1-6
Workbook	81010	1-6

Pennies, Nickels & Dimes Mark On Wipe Off Cards

19956 K-3
 Cards - Ideal
 Has 12 cards that help recognize coins and their values.

Practice Money Skills:

Workbook 1985 Edmark
 Contains 32 pages of activities designed to help recognize and work with sums of money.

Book A	22089	1-6
Book B	22090	1-6
Book C	22091	1-6

Remarkable Math: Money

89426 1-6
 Guide 1985 C.C. Publication
 Is designed to teach the skills of counting coins and bills and making change to students of any age who have not yet mastered these skills.

Remarkable Math: Money Workbook

89427 1-6
 Workbook 1985 C.C. Publication
 Is designed to teach the skills of counting coins and bills and making change to students of any age who have not yet mastered these skills.

Shopping List Game 1

81693 1-9
 Game 1974 DLM
 Students learn to count money and make change up to \$500.00.

Shopping List Game 2

81694 1-9
 Game 1975 DLM
 Students learn to count money and make change up to \$100.00.

Touch Math: Money

16079 3-5
 Binder - Innovative Learning Concepts
 This kit gives students tangible evidence that math is important in their daily lives. Our simple word problems and activities provide real-life examples of using money. For many students, this is their favorite kit. Over 300 activities address counting and spending money and adding, subtracting, multiplying and dividing money. Students participate in realistic exercises involved in maintaining a checking account such as writing checks, maintaining check registers and calculating account balances.

TouchMoney Game

18416 1-4
 Game 2003 PCI Educational
 Students practice finding the total values of various groups of coins shown on draw cards (with TouchPoints) and realistic coins (without TouchPoints) drawn from the money tray in the center of the game board. Players TouchCount no more than six coins at a time. Total values do not exceed \$1.00. This visually appealing, hands-on game is perfect for students who have at least a basic understanding of the TouchMoney method.

Money and Time Materials

TouchMoney Worksheets

18415 1-4
Workbook 2003 PCI Educational
Uses a proven kinesthetic approach to make learning to count coins quick and easy. Based on the idea that all coins except pennies can be counted using 5's, this step-by-step process helps students of all ages experience success with this essential life skill. Revised version features include expanded lesson plans, over 50 additional reproducible worksheets, new activity ideas and games, demonstration coins, and assessments.

Toy Money

18692 1-9
Game 1977 Milton Bradley
Learn to identify coins and bills, combine coins to equal one dollar and practice fundamental operations with numbers.

Using Dollars & Sense - 3rd Edition

16517 6-12
Workbook 1997 Globe Fearon
Guides students through realistic shopping activities to develop essential, everyday "money skills".

What's Your Change Drill Cards

13996 1-3
Cards 1979 DLM
Learn to make change using 21 colored cards.

Time

Clock & Calendar Skills

25805 4-9
Book 1987 Weston Walch
Covers: clock faces, digital time, clocks without numbers, months, holidays and seasons.

Clock Puzzles

21248 1-6
Manipulative DLM
Card puzzles work on telling time by the half-hour and the minute.

Clock Stamp

25111 1-6
Manipulative 1980 Center Enterprises
Includes a clock stamp and ink pad.

Edmark Time Telling

25097 1-12
Kit 1987 Edmark
Designed for students not yet able to tell time, this teaches the basics required to read an analog or digital clock, and to say and write the correct time. The skills necessary for reading a clock are divided into small steps, and systematic repetition and review ensure rapid and thorough understanding of time concepts. Reproducible lesson pages and recordkeeping materials make the program completely reusable.

Elapsed Time Flash Cards

14088 2-5
Cards 2005 Media Materials
Contains 106 double-sided cards with 3 levels of time intervals. These levels include hour and half hour, fifteen-minute, and five-minute intervals. Uses both analog and digital clocks.

Flip and Learn Time

81436 1-6
Cards 1982 DLM
Students gain immediate feedback as they read the time, write it down, and flip the card over to see the correct answer.

Judy Clock-Flannelboard Set

25252 1-3
Kit 1991 Judy
Includes a clockface printed on flannel on one side and a wipe-on, wipe-off surface on the other side, two felt strips for hands and a pen.

Learning About Time

10057 4-6
Book 1969 Richards
Covers: clock face, telling and writing time, clocks with roman numerals and writing the date.

Mini-Clocks

100 1-3
Manipulative 1969 Judy
Small clocks that can be used to teach time.

Playing with Time

21303 1-6
Book 1981 Academic Therapy
Is a book that has activities that deal with teaching time-telling skills.

Money and Time Materials

Playskool Clock

17888 K
Manipulative Playskool
Is a wooden clock with movable minute and hour hands.

Programmed Time Telling

50647 1-6
Book - Northwest Regional SEIMC
Is a programmed learning sequence on telling time on a clock.

Schoolhouse Desk Calendar

19612 K-6
Manipulative Lakeshore
Our easy-to-use, perpetual calendar lets you keep track of the date - year after year. 8 3/4" hardwood calendar features a handy peg design to change dates in a flash. Simply slide the correct month, day and date onto the pegs...and you're ready for another day.

Spin 'n Learn Flash Cards - Telling Time

15931 2-4
Cards 1992 Trend
Turn the dial to make a clock face appear. Read the time on the clock face. Turn the watch over to check your answer.

Take Time

80927 1-12
Book 1978 C.C. Publication
Works on number concepts, whole numbers and fractions. Is a whole lot easier using this interactive approach.

Teachin' Time Talking Clock

16081 K-3
Toy 1995 Playskool
Is a beginning level clock for time telling.

Teaching Hands Wall Clock

19735 K-6
Manipulative Silver Lining Multimedia
The clock takes the guess work out of telling time by highlighting the correct hour and minute numerals. This working clock's patent-pending hands are sure to attract your students' attention and help them learn to tell time quickly. Think of the hands as training wheels for an analog clock. The shapes at the end of each hand help train the student's eye to look at the correct hour or minute numeral.

Teaching the Language of Time

15225 1-6
Book 1997 ECL Publications
This book presents a variety of concepts and reproducible materials dealing with time. Included are sections devoted to: Sequences of events (simple and complex); Concurrent events; Clocks; Days, weeks and months; Years and centuries; Seasons and other cycles; Schedules; Past/present events; Rate of speed; Ages; and Personal time.

Telling the Time Flashcards Wipe-Off Cards

14090 1-6
Cards 2006 Usborne Publishing
Are a great way to help children learn how to tell the time. Look at the clock hands and read out the time in words and numbers on one side of the card. Turn the card over and read about what's happening at the farm. Fill in the answers on 15-wipe-clean cards, using the pen included in the box.

Telling Time and Measuring

80905 1-3
Workbook 1980 Judy
Is an activity book and telling time and measurement.

Telling Time Flash Cards

14089 1-6
Cards 2004 Trend
Colorful, easy-to-read cards feature analog clocks and time in numbers and words. Great for test prep and review. Durable cards are self-checking and feature rounded corners for quick sorting.

Telling Time Level 2 Wipe Off Cards

19954 4-6
Cards 1974 Trend
Contains 11 cards dealing with the after-hour times in five minute intervals.

Telling Time Mix 'n Match Puzzles

19950 1-6
Cards - Trend
Has 24 3-piece puzzles matching time and clocks.

Time and Money Wipe-Off Book

14057 K-3
Book 2006 Trend
Engaging activities teach learners to tell time with digital and analog clocks, count and add money, and learn coin values. Reusable surface lets children practice again and again.

Money and Time Materials

Time Concept Series:

Book 1981 Dormac

Teaches concept: day, week, month, year, and seasons.

Day by Day 16449 4-6

Month By Month 16451 1-9

Seasons By Seasons 16452 4-6

Week By Week 16450 1-6

Year By Year 16453 1-6

Time is Now:

Book 1978 Dormac

Develops time telling skills at a pace for severely handicapped.

Book 1 16851 1-3

Book 2 16852 1-3

Book 3 16853 1-3

Book 4 16854 1-3

Time Bingo

20620 1-3

Game 1977 Teaching Resources

Bingo game using time telling skills.

Time Wheel

18189 1-12

Manipulative Attainment

Is a hands-on model clock for teaching time telling skills. Is durable, easy-to-read and appropriate for students of any age who struggle with time skills. Incorporates digital time.

Touch Math: Time

16082 3-5

Binder - Innovative Learning Concepts

Now more than ever before, your students must learn to apply the principles of mathematics to their daily lives. Our TouchMath Time Kit fluidly introduces time segmentation in all its forms. Shaded clocks and uncluttered pages help students focus on the nuances of telling time. Concepts such as time of day, a.m. and p.m., before/after and earlier/later are explored in understandable and predictable patterns. Advanced activities range from calendar awareness, military time and Roman numerals to relevant word problems.

Contact:

**Sarah Loughrin, CESA 6 Media Center
Polk Library, 801 Elmwood Ave
Oshkosh, WI 54901**

Phone: 920-424-3418, Fax: 920-424-1396

Email: sloughri@cesa6.k12.wi.us

Ordering Email: cmc@cesa6.k12.wi.us