



Access English Centre
Immigrant Centre Manitoba
Beginner Level: Warm-up Activity
"How much do I Have?"
15 minutes



Objective/Goal:

This warm-up activity gives an opportunity for participants to practice their numeracy skills by using money and reviews Canadian currency.

Materials:

Participants need:

- money("Play Money")
- Optional: Paper and pencils

Facilitator needs:

- whiteboard
- whiteboard markers

Procedure:

Before the Activity:

1. **Prepare** enough bags or envelopes of ("Play Money") for each pair. In each bag/envelope, **place** numerous Canadian currency: different bills, toonies, loonies, quarters, dimes, nickels, and pennies.
2. **Write** on the whiteboard: "How Much Do I Have?"
3. **Explain** the activity.
4. The activity **is done** in pairs. Each pair is sitting at a table and sitting opposite of each other. One partner **sits** turned around-facing the other way.
5. Each pair **will receive** a bag of "play money". One person is the "**Customer**". The other is the "Teller."
6. The Teller **takes** an amount out of the bag. Ex. The teller **says**, "I have 2 toonies, 1 loonie, 2 dimes, 5 pennies. How much do I have? "
7. Optional: The **customer can use** paper and pencil to "figure out" the amount. He or she correctly **tells** the Teller how much the amount is (\$5.25).
8. If the **customer gives** the wrong answer, the **customer turns** around and **looks** at the money, **counts** it, and **gives** the correct answer.
9. If needed the teller will **give** clues.
Ex. loonie= \$1.00, toonie=\$2.00, quarter=25¢, dimes =10¢, etc.
10. The teller **changes** the amount and the **customer continues** to face the other way.
11. The teller **describes** his/her amount. The customer **tells** the amount.
12. After a few times, now **switch** roles. The **customer is** now the teller. The



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teller **is** now the customer.
13. **Play** a few times.

14. **Collect** the bags of "Play Money", the facilitator **asks** the whole group what they thought of the game (feedback).

Ex. How did your partner do?

Did you enjoy the game?

Optional activity:

- 1) Partner A is the cashier and Partner B is the customer.
- 2) At a store, the cashier **tells** the total amount of the grocery shopping such as "\$10. 25", the customer **gives** the correct amount to the cashier or the customer **gives** different amount to the cashier and the cashier has to give the change back to the customer. (Please see Attachment #1.)



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ATTACHMENT #1: GROCERY STORE DIALOGUE

Key: Partner A= **Cashier**
Partner B= **Customer**

Cashier: The total is \$10.25.

Customer: (Counts the money and counts aloud.) Okay, I have 1 ten dollar bill and a quarter.

Cashier: Thank-you for the exact change.

Customer: You're welcome.

Cashier: Have a nice day.