MONEY MARATHON

Money Marathon is a strategic way to find out things your students are interested in while also allowing them to choose their activity for the day. It is a non-traditional way for students to form relationships and to see what peers they have things in common with.

How to Use

1. Teacher will create fake money for the assignment.
2. Teacher will have enough money made to give each student 5 individual dollars.
3. The teacher will choose four activities for the students to choose from.
4. The students will take one of their five dollars and choose the activity of their choice.
5. The student will take the rest of their money and spend it however he or she chooses to.
6. The teacher will tally all the votes and will see what activity the students have chosen.

When to Use

1. When trying to engage non participating students.
2. When trying to see what activities your students favor.
3. When seeing if your students will change their minds based on the popular vote rather than the one they want.
4. For Exams
5. For Sports

Variation

Money Leadership

So instead of using the money to disburse throughout activities, the teacher would allow the money to be saved as an incentive for good behavior. The teacher would then tally up the amount of money of each student who has saved their fake money. The teacher would reward the highest saver as the leader of the day and would allow the student to choose the activity of the day.

Teacher Money Leadership

So the students who didn’t save would be taught a lesson of math. So I would have a set of tasks with a money value. I would allow students to borrow fake money from me to become the leader of the day. But the student would have to perform certain tasks to repay the fake money on the same day. As in putting away equipment, ensuring safety of the game, helping other students when in need, etc.