

Create a Custom Currency System

Shared by Josh Verdejo, MIT 2021

Tools, materials, technologies used:	Experience level required:
2D modeling software like Gravit (optional)	intermediate
online svg converter	beginner
3D modeling software like Tinkercad	beginner

Grade Level (of this example): 6-12

Content Standards (of this example):

History: Trading and Currency in ancient civilizations

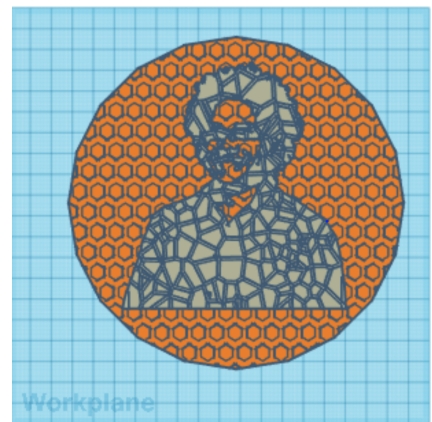
Math: Exchange Rates

ELA: Mythology

Summary of Project:

Students work in groups to design systems of currency, with each student working to design a different denomination. Requirements may include but are not limited to:

- Different denominations of currency
- A standard value (e.g. gold standard) for each team to set the value of their basic unit
- Important people or symbols depicted on currency
- Exchange rate calculators between different groups' currency
- Maximum time/ease of production
- Method of mass production





Possible Content Explorations



Math/Social Studies

- raise or drop the value of a given group's currency - have groups role play what might happen in response
- Students create a cultural history for their groups' currency, including
 - Different "jumps" in their denomination based (denominations increase by 10s, by 12s, etc.)
 - Mythologically or historically important symbols/people on their coins
 - Back story of basic units and their symbols (e.g. their money used to be made out of quartz, so every unit is called a Crystal / ●)

Social Studies/Engineering

- Students design minting processes, counterfeit-proofing, and laws

Life Sciences / ELA

- Students design currency that different species use with each other

