

Class Cash

This project allows students to practice responsibility and self-discipline through the establishment of a classroom store based on responsible actions in school each day.

Integrity Sub-Concept(s)

Responsibility, Kindness

Project Timeframe

25-30 minutes

Required Materials

- ☐ Class Cash
- ☐ Prizes (will vary)
- ☐ Envelopes

Note: This project requires prizes of varying value, so planning ahead is important. Some ideas for prizes might be candy, pencils, erasers, small toys, homework pass, dress down day, etc. Price each prize accordingly. You will need prizes that can be purchased with only one class dollar, all the way up to 20 class dollars.

Step 1: As a class, identify 5-10 responsible actions that your class is working on. Some ideas might be taking pride in our work, keeping our desks clean, using kind words, working together during group time, etc. Write the ideas on the board and narrow them down to the top 3 by voting as a class. These will become your responsibility goals for this project.

Step 2: Explain that the class will be setting up a store to reward responsibility and self-discipline. Each day, the teacher will hand out “Class Cash” whenever he/she sees students acting responsibly. Extra cash will be handed out if students are “caught” completing one of the main 3 goals listed above. You can use any form of play money for this game. However, there is a sample sheet of pretend money below. To make the math simple, use only 1 or 5 dollar bills depending on the math skills of your current class.

Step 3: Provide a small box or envelope that is specifically for their personal “Class Cash” to help them save. Students must keep track of their “Class Cash” on their own. Emphasize that you will not replace lost or destroyed money. Students need to work on being responsible with their money. You should also express the importance of turning in any found money that is not theirs. If you have already completed the unit on Integrity, then students have learned this skill. Now is a terrific time to reinforce it!

Step 4: Explain that students may redeem their “Class Cash” daily for a small prize of their choice. (Establish the prices of each prize ahead of time.) Each student can decide to spend their money daily OR practice self-discipline and save up over several days for a bigger prize. They can also choose the kindest route possible and give away some of their “Class Cash” to a friend in need. This option is especially helpful when you have some children that earn a disproportionately high amount of money while others consistently fall short.

Step 5: Continue for at least a week. You may choose to extend this activity for the rest of the month or quarter if it is working well. Some students are extremely motivated to act responsibly once a store is opened up!

Sample “Class Cash” on the next page.

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CLASS CASH

RANDOM ACTS OF KINDNESS

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AS A RECOMMENDED
PROGRAM FOR SOCIAL
AND EMOTIONAL
LEARNING.

The Collaborative for Academic, Social, and Emotional Learning (CASEL) has been reviewing evidence-based SEL programs since 2003. Kindness in the Classroom® meets CASEL's SElect Program and is included in the CASEL Guide to Effective Social and Emotional Learning Programs.

Kindness in the Classroom® met or exceeded all of CASEL's criteria for high-quality SEL programming. Kindness in the Classroom® received CASEL's highest designation for high-quality SEL programming.

<https://casel.org/guide/kindness-in-the-classroom/>