

"Who Has"	
Developed by: by Jane Blaile 2008 TOTT™	
Discipline / Subject: economics - vocabulary	
Topic: this game reviews the terms from the kids Hands on Banking unit	
Grade Level: 3-6	
Resources / References / Materials Teacher Needs: www.handsonbanking.com online program tool or Hands on Banking program on CD (free in small quantities e-mail HOBCD@wellsfargo.com or call toll-free 866-650-6228)	
Lesson Summary: this game can be used to review vocabulary during and after the Hands on Banking unit for Kids (grades 4-5).	
Standard's Addressed: national standards: NSS-EC.K-4.11 Money makes it easier to trade, borrow, save, invest, and compare the value of goods and services. Alaska state standards: government and citizenship A student should understand the impact of economic choices and participate effectively in the local, state, national, and global economies. Arizona state standards: SS - S5 - C1-2 - all PO The foundations of economics are the application of basic economic concepts and decision-making skills.	
Learning objectives: The students will: <ul style="list-style-type: none"> define key economic terms (comprehension) 	Assessment: Listen as the game proceeds to make sure the correct students are responding to the prompts.

Procedural Activities:

1. Print the "Who Has" deck. Attach the cards to card stock or construction paper, laminate them, and cut them apart.
2. Completely shuffle the cards.
3. Pass out all cards to students. Some may have more than one.
4. Choose a student to start.
5. Listen as students respond to prompts to make sure they are responding correctly.
6. Collect, reshuffle and distribute the cards, and play again.

Materials Students Need: "Who Has" deck of cards**Technology Utilized to Enhance Learning:** none**Other Information:** "Who Has" is a game where students read what is on their cards and the other students with the answers speak in response before reading the prompt on their own cards. With correct responses, the game starts with the student and goes around until it ends with the same student with whom it started.

If students have more than one card, they need to listen for either definition.

Modifications for special learners/ Enrichment Opportunities:

This game could be used in a small group setting for students struggling with the vocabulary.

It can be played as a matching game with a small group of students.

enrichment:

Make a set of cards which give an example of the term as opposed to the definition.

For example:

Who has: At the bank, Mr. Jones added money to his account. ?(deposit)