



Show me the Money! An interactive exhibition about money for children ages 8 and up
From Zoom Children's Museum Vienna in cooperation with FRida & freD - The Graz Children's Museum.

This exhibition from FRida & freD is all about money - its history, its function as an exchange medium, its fabrication and its dissemination. Money is a ubiquitous theme in the adult world. Children generally come into contact with money from an early age when they receive gifts from family members or pocket money. Given their fascination and early contact with money, it is essential that children are given an opportunity to learn about money basics and even financial management so that they can develop a responsible attitude towards money from an early age.

Show me the Money! functions as a large game. Children receive an electronic bank card to a personal account which contains starting capital. As they visit stations in the exhibition, children have the opportunity to playfully enact important processes in the money flow. They can carry out various jobs to earn money, spend their money on amenities and other goods, and save money.

Children experience in a tangible and active way the function and role of money in our society. Multimedia quiz stations offer children the opportunity to test their newly obtained knowledge and to earn money through "intellectual work". The use of multimedia interactives enables goal-oriented and independent learning.

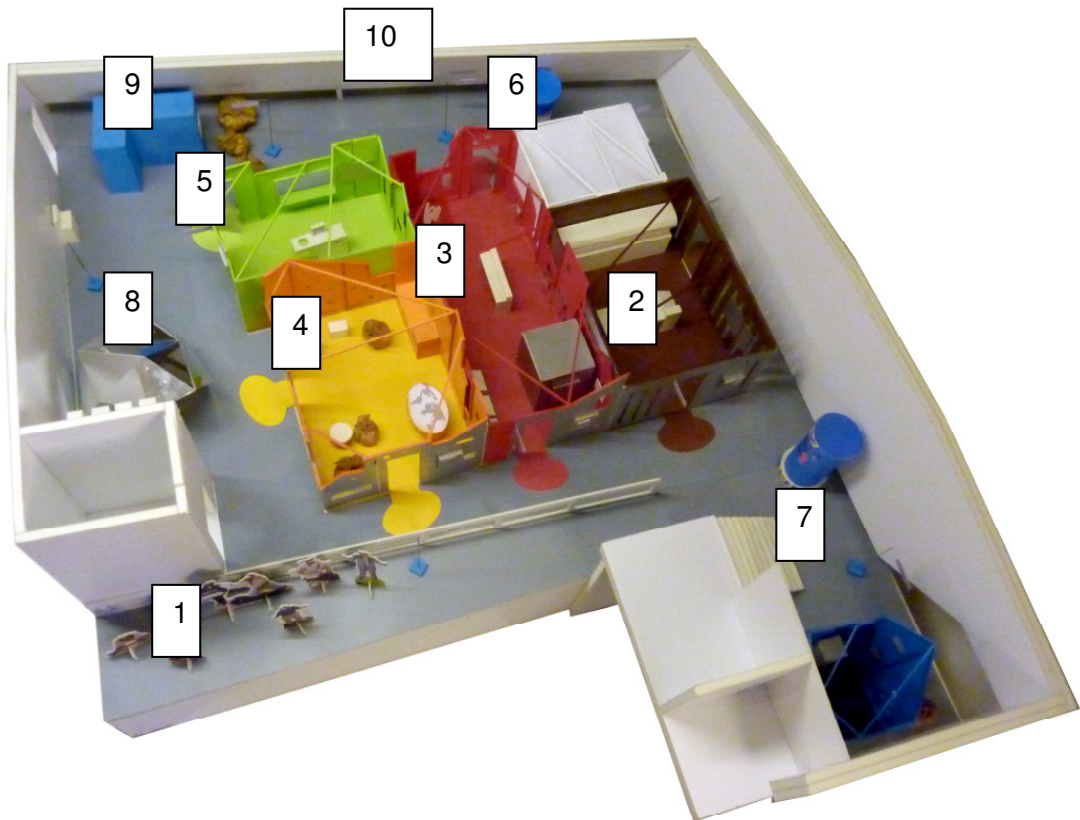
The school curriculum in many countries encourages children to develop proper judgement, decision-making- and critical thinking skills. These life skills (not just financial skills) are relevant for young people and adults alike. They can be fostered within the context of this exhibition, in addition to skills usually associated with money such as arithmetic.

OBJECTIVES

The exhibition will:

- ❖ make it possible to acquire historical knowledge about money.
- ❖ impart responsibility in the handling money (moral orientation).
- ❖ convey that not all people have the same amount of money (it depends on earnings, social environment, etc.).
- ❖ convey that one can purchase many things with money but not everything.
- ❖ make clear that it costs money to live and what people spend a lot of money on.
- ❖ demonstrate that money can give rise to injustices, worries and grief.
- ❖ make clear that money alone does not bring happiness.
- ❖ convey that people have different needs and that money can sometimes meet these needs.
- ❖ demonstrate that donations can help fellow humans.
- ❖ make clear that the quality of life can, but need not, cost money.
- ❖ demonstrate that sometimes it is absolutely essential to have money.
- ❖ show that different currencies are often used in different countries.
- ❖ make known different careers in the banking sector.

FLOORPLAN*



- 1 - Money Zoo
- 2 - National Bank
- 3 - Bank
- 4 - Museum
- 5 - Shop
- 6 - Luxuries
- 7 - Budget
- 8 - Money is not everything
- 9 - Rich and Poor
- 10 - Studio of Millions

Space requirement: 370-400m²

** In its current form at FRida & freD. Please note: the layout can be modified to fit the borrower's needs!*

STATIONS

Money Zoo: stories & cut-outs of animals that represent money in popular culture and fairy tales (bull, pig etc.)

National Bank: identify counterfeits; make hologram banknotes in the high security area; see old European currencies; spot the difference pictures; test your knowledge at the quiz station

Bank: a central station of the exhibition - a “real” bank where visitors can work as a bank teller, save money and collect interest, or buy stocks; ride a bicycle hooked-up to a monitor to “pay off” debt; crack the code to safes and explore objects inside (not always “valuable” objects in the traditional sense!); find out and try yourself how people with visual impairments identify money; learn about different images on Euro-zone coins; see historical savings boxes, like piggy banks on loan from a local history museum; test your knowledge at the quiz station.

Museum: find out what people around the world used to barter at this multimedia interactive; pan for gold in a trough and add the value of the gold to your account; make your own historical coin rubbings; play the money rendition of the Quartets card game; check-out real historical coins on loan from the local history museum; test your knowledge at the quiz station.

Shop: learn about, choose and “purchase” fair trade, organic, local, brand name or no-name products in the shop; assemble and compare the price structure of a regular banana with a fair trade banana; test your knowledge at the quiz station.

Luxuries: use your savings card to enter the room of luxury! Careful it costs 20 Euros! Images of luxury items are projected onto the floor and children can literally throw money out a window - was it worth it?

Budget: use a scale to balance weights representing “income” on one-side with weights representing “goods” such as housing, food, entertainment, clothing and holidays on the other; select and watch short films where puppets with different professions explain their living situations stress level, income and free time; select a hand-puppet, dress it up according to a profession and record your own video introduction.

Money is not everything: draw or write a wish for something that money can't buy; play hopscotch; listen to or recite jokes; lie on your back and watch cloud formations; listen to King Midas tell his story in a multimedia installation.

Rich and Poor: lie down in bunk-beds and listen on headphones to the stories of children, both affluent and poor. Each bunk has its own window and you can see what the child sees, for example, an impoverished urban area or a big garden. Find out information about international aid projects and their goals; watch a short animation where a mouse talks about wealth and poverty.

Studio of Millions: colour the squares on a page in a maths exercise books, then place your page into the cumulative counter - how many more squares and pages do you need to colour to reach a million? Estimate the total value of different coins stacked in Plexiglas cylinders; measure your height in coins.

EXTRA

The savings card

The exhibition functions as a large game. Children carry with them a personalised savings card which they use at multimedia stations. The savings card:

- ❖ enables children to familiarize themselves with budgeting during their visit - it gives them a constant overview of the money they earn and spend.
- ❖ indicates the balance of their account.
- ❖ documents answers at the quiz stations - it is loaded with money when questions are answered correctly.
- ❖ displays the actual balance after each action.

Visitors can earn and spend money at each station only once. A second round can be started only when all sections of the exhibition have been visited.

The knowledge savings book

All children receive a knowledge savings book with activities they can complete either during or after their visit.

The bank statement

At the end of their visit, children can use their savings card to print their own personalised bank statement. The bank statement:

- ❖ is printed at the end of the exhibition.
- ❖ shows a list of all exhibition sections that were visited.
- ❖ indicates the amount of money earned and spent.

PHOTOS (Selection)



Sophia puts her savings card into one of the quiz stations. She is holding a knowledge savings book.



View of the Money Museum (orange) and the Bank (pink).



Emily and Sophia pan for gold. Gold coloured gravel (“gold nuggets”) are mixed with the pebbles.



Alexander prints money at the National Bank station.



Alexander “works off” interest accumulated on a bank loan.