Create a Custom Currency System
Shared by Josh Verdejo, MIT 2021

<table>
<thead>
<tr>
<th>Tools, materials, technologies used:</th>
<th>Experience level required:</th>
</tr>
</thead>
<tbody>
<tr>
<td>2D modeling software like Gravit (optional)</td>
<td>intermediate</td>
</tr>
<tr>
<td>online svg converter</td>
<td>beginner</td>
</tr>
<tr>
<td>3D modeling software like Tinkercad</td>
<td>beginner</td>
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</tbody>
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**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