# **Module 1: What is Money?**

#### **Teacher Overview**

This lesson introduces students to the concept of money - what it is, how it has evolved, and why it holds value. Understanding the fundamentals of money is essential before exploring Bitcoin or any modern financial system.

## **Learning Objectives**

- Define money and explain its three core functions
- Describe the historical evolution of money from barter to digital currency
- Explain what gives money its value
- Discuss the strengths and weaknesses of different types of money

### **Key Concepts to Cover**

- The functions of money: medium of exchange, store of value, and unit of account
- Barter systems and their limitations
- Commodity money (e.g., gold), fiat money (e.g., U.S. dollar), and digital money
- Inflation and the decline in purchasing power
- The role of trust and government backing in monetary systems

### **Discussion Questions**

- 1. What would our lives be like if we still used barter instead of money?
- 2. Why do people trust paper money when it has no intrinsic value?
- 3. What is inflation, and how does it affect everyday people?

4. Could digital currencies like Bitcoin replace traditional money? **Suggested Activities** 

**Timeline of Money:** Students create a visual timeline showing the progression of money: barter -> shells -> metal coins -> paper money -> credit cards -> digital currency -> Bitcoin. Module 1: What is Money?

**Money Debate:** Divide students into two groups. One defends gold as money, the other defends fiat currency. After the debate, introduce Bitcoin as a third option and open discussion.

What is Value?: Ask students: "Why does a dollar have value?" Record responses and analyze the social, governmental, and economic reasons behind the answers.

#### **Extension and Homework**

- Watch a short video (such as 'The History of Money') and write a paragraph reflection.
- What Is Money, Really? (Blog Article)
- Interview a parent or grandparent about how they used money growing up. How has it changed?