



## **Post Visit Follow-Up Activity #2:** **Make a Bank**

**Virginia SOL:** Social Studies 2.8

**Objective:** The learner will explore and exhibit understanding of concept of "saving" by creating a bank and saving reward tokens in conjunction with established classroom reward system.

**Materials Needed:**

- Bank template (attached)
- Reward Tokens (tickets, marbles, etc.) provided by classroom teacher used as part of established classroom reward system.
- Prizes (discretion of classroom teacher)

**Procedure:**

- Guide students through creation of bank (see template attached).
- Encourage students to save reward tokens to "earn" a prize.

