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BEDUC 419

Virtual Manipulative Review

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On the National Library of Virtual Manipulatives website (nlvm.usu.edu) under measurement for 6th-8th graders I found the virtual manipulative *money*. The virtual manipulative *money* allows students to learn about money by counting and making change. The best part about *money* is that it is a free manipulative all students who have access to a computer can use. *Money* has three different types of games, “how much money,” “pay exact amount,” and “make a dollar.” All three games have multiple practice problems to help students to gain a greater understand of money. This virtual manipulative seems as though it should be for students of a younger age, but in reality students are never too old to work with money and get a greater understanding of its value. Therefore, it is a great app for students in earlier grades to begin learning about money and great of older students to practice and get a greater understanding.

According to Washington State online OSPI site “Fractions, ratios, rates, and percents appear daily in the media and in everyday calculations like determining the sale price at a retail store or figuring out gas mileage. Students solve a variety of problems related to such situations”, by the end of 6th grade. More specifically, this manipulative will help students solve single and multi-step word problems involving ratios, rates, and percents (6.3.D).

I don’t think this virtual manipulative will be best used by itself, but with some great questions generated from a teacher to accompany it, it will work. Working with the OSPI standards, this manipulative can be used with any lesson on ratios, fractions, percents, and rates. At the middle school level students are developmentally in a transition period; a transition period where money is starting to become an issue. Allowing students to use the *money* virtual manipulative, they will be able to see math in real life situations.