

Topics: Money, Coins, Addition

Materials List

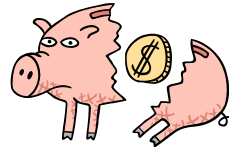
- ✓ Cardstock circles marked as coins (25¢, 10¢, 5¢, 1¢) or other coin models
- ✓ 10 Blank playing cards
- ✓ 1 Blank cube
- ✓ 1 Cup or small tray for the “bank”
- ✓ Permanent marker
- ✓ Optional: Toy catalog

This activity can be used to teach:

- Solve problems using coins & bills (Common Core Math Standards: Grade 2, Measurement and Data, 8)
- Addition and Subtraction (Common Core Math Standards: Grade 2, Number and Operations in Base Ten, 5-7)

Spare Change

A Game of Shopping and Saving



Players collect spare change from the “bank” and buy “toys” in this money game.

Assembly

1. Label each card with a different toy and assigned purchase price (e.g. - 28¢, 47¢, 83¢, 54¢ or 30¢, 35¢, 40¢, 50¢). Optional: Cut pictures of actual toys from a toy catalog to include on the cards and assign a price to each.
2. Make the game die by labeling the blank cube with the following: Quarter, Dime, Nickel, Penny, Collect, Collect. Alternate assembly: Write numbers for the coins instead of words (**25¢, 10¢, 5¢, 1¢**)

Playing the Game (for 2-4 players)

1. Goal: “Save” **50¢**, then buy “toys” represented on the playing cards.
2. Begin with all “coin” pieces in a pile in the middle of the playing area and all “toy cards” face-up and visible to all players.
3. The first player rolls the die and places the shown amount into the “bank” (cup or small tray) and then passes the die and “bank” to the next player.
4. When a player rolls “collect”, he/she collects all the money from the “bank” and passes the die and now empty “bank” to the next player. Once a player has “saved” at least **50¢**, he/she can buy a “toy card” for the amount shown on the card using extra money collected.
5. Once players have purchased all the “toy cards”, the winner is determined by (note: decide on winning method before beginning play):
 - a. The player with the most “toy cards” wins the game.
 - b. The player whose total “toy card” value + savings is greatest wins the game.

The Content Behind the Activity

Spare Change provides students the opportunity to practice addition while reinforcing the concepts of coin value and stressing the importance of saving. As with any concept, repetition is key to internalization and true understanding.

Money is basically an agreement between people that a certain item (a coin or paper note) has an agreed upon value. Around the world and throughout history, people have used many items for commercial exchange, including cocoa beans, feathers, beads, shells, salt, and coins minted from a variety of metals. The first coins were used in ancient China starting in around 1500 b.c. The United States was the first country to use the decimal system for money (i.e. – 1 dollar = 100 cents).

Web Resources (Visit www.raft.net/raft-idea?isid=399 for more resources!)

- For information from the U.S. Mint, visit: www.usmint.gov
- The International Monetary Fund has an on-line game that shares money concepts throughout history, available at: www.imf.org/external/np/exr/center/students/money/index.htm