

Kit name: **Change the Change** (Grades: K-2)

Description: This kit has activities for each of three grade levels; kindergarten, first grade, and second grade.

Activity one, for kindergarten, is where learners make exchanges as soon as they have sufficient coins to do so. Activity two, the game is played the same as activity one, however, the coins and goals change. Goal of this activity is to obtain 20 cents or two dimes. Game ends when ALL players earn two dimes. In activity three players use the money earned in the previous activities to purchase novelty items, fruit, or veggies from a gift shop owned and operated by the leader.



Alignment for **Change the Change** (Grades: K-2) to the Common Core State Standards Mathematics <http://www.corestandards.org>

This kit addresses the following standards:

- KCC.B5: Count to answer “how many” questions about as many as 20 things arranged in a line, a rectangular array, or a circle, or as many as 10 things in a scattered configuration; given a number from 1-20, count out that many objects.
- K.AA.2: Solve addition and subtraction word problems, and add and subtract within 10, e.g., by using objects or drawings to represent the problem.
- K.OA.A.5: Fluently add and subtract within 5.
- K.MD. B.3: Classify objects into given categories; count the numbers of objects in each category and sort the categories by count.

When reserving kits, please be sure to:

- **Return** the filled out reservation form
- **Review** required kit materials prior to event
- **Return** evaluation forms
- **Replace** the consumables