

Change the Change

Strands:

Number & Quantity	
Algebra	
Functions	
Geometry	X
Statistics & Probability	

Materials Needed:

- Change the Change game board 1
- Change the Change game board 2
- 40 pennies, 20 nickels, 20 dimes, 12 quarters
- 6-sided die
- Toys, stickers, or veggies (to purchase from "store")



Where:

Outside	
Inside	X
On-line	
On-site	

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.

Pre-game Activity:

Show the money to the learners and have them identify each coin and their monetary value. Go over the value of each coin with the students, and remind them throughout the game if needed.

KINDERGARTEN

Object of the Activity (ACTIVITY 1): Make exchanges in an effort to earn a quarter.

Playing the Game:

1. Distribute the first coin change board to each student in the group.
2. On your turn, roll the die. The number rolled is the number of pennies you earn. Place the pennies in the designated column on the board.
3. If you have enough pennies to exchange for a nickel, complete the exchange and place the new coin in the designated column.
4. Your turn is over. Play moves to the left.
5. When enough nickels are earned to exchange for a quarter, you have completed the game. The game is over when ALL players have earned a quarter.
6. When the game is over, all players keep 5 nickels for the last activity.

ACTIVITY 2: *use the Change the Change 2 board*

Object of the Activity: Make exchanges for 2 dimes

1. Distribute second coin change board to each student in the group.
2. On your turn, roll the die. The number rolled is the number of pennies you earn. Then work to exchange pennies for nickels, then nickels for dimes, until two dimes are earned.
3. The game is over when ALL players have earned 2 dimes.
4. Players hold onto dimes for last activity.

ACTIVITY 3:

Object of the Activity: Players use money earned in the previous activities to purchase novelty items from a gift shop owned and operated by the leader.

1. Pre-mark items with prices.
2. With the 45 cents earned from the previous activities, students take turns making purchases from the "store".
3. Ask questions like: How much money do you have? Can you afford that item? If you have 5 cents left, how many items can you afford? Do you need change back?

Thinking Questions:

- What did you buy?
- How much did it cost?
- How many pennies are in a quarter?
- How many nickels in a dime?

Change the Change (cont.)

Materials Needed (1st grade):

- Change the Change game board 1
- Change the Change game board 2
- Play money: 40 pennies, 20 nickels, 20 dimes, 12 quarters
- Two 6-sided dice
- Scratch paper and pencil
- Toys, stickers, fruit, or veggies to purchase from the store.

Materials Needed (2nd grade):

- Change the Change game board 3
- Change the Change game board 4
- Play money: 40 pennies, 20 nickels, 20 dimes, 10 one dollar bills
- Three 6-sided dice
- Scratch paper and pencil
- Toys, stickers, fruit, or veggies to purchase from the store.

FIRST GRADE

Objectives:

- Understand and identify equivalent monetary exchanges up to \$0.05.
- Recognize two digits of a two digit number as the tens and ones and relate this to money.
- Add and subtract multiples of 10 within the range 0-100

SECOND GRADE

Objectives:

- Solve problems involving pennies, nickels, dimes, and quarters.
- Add and subtract within 100
- Identify equal exchanges involving coins (e.g. How many pennies are in a nickel?).

Playing the Game:

ACTIVITY 1:

1. Roll 3 6-sided dice. The sum of the dice is the number of pennies you earn for the roll.
2. If you have enough pennies to exchange for another coin, complete the exchange and place the new coin in the designated column.
3. Your turn is over. Play moves to the left.
4. When enough dimes (game board 3) or quarters (game board 4) are earned to exchange for a dollar, you have completed the game. The game is over when ALL players have earned a dollar.
5. When the game is finished, all players hold onto their money to use with the last activity.

ACTIVITY 2:

1. Roll 3 6-sided dice. The sum of the dice is the number of pennies you earn for the roll.
2. If you have enough pennies to exchange for nickels, then exchange nickels for dimes, dimes for quarters, then ultimately quarters for dollars.
3. The game ends when ALL players have earned a dollar.
4. Players hold onto the dollar to use in the last activity.
5. Ask students: How much money do you have? Can you afford that item? If the item costs 25 cents, what can you give me to pay for it? Do you need change back?

ACTIVITY 3:

1. Pre-mark prices on the items between 40-60 cents.
2. With the 2 dollars earned from the previous activities, learners take turns making purchases from a "store".

Thinking Questions:

- What did you buy?
- How much did it cost?
- How many pennies are in a quarter?
- How many nickels in a dime?