

Description:

Since the demise of the corner store and penny candy, it seems first graders have lost their ability to identify coin images and values. Candy is sold in bulk at large discount chains, and even the tooth fairy leaves dollars instead of dimes or quarters! This game provides an opportunity for those much-needed multiple exposures to coin images and values in the context having fun. Designed for Massachusetts common core standard **1.MD.MA.5**: Identify coins and their values, this packet also includes a cut and paste performance assessment task for a quick pre and post proficiency check.

Prep:

Print on cardstock, cut and laminate cards and game boards. Place cards in a container or facedown on table or floor. Each player places a game board in front of them.

Directions: – 3 to 6 players per set

Taking turns, players will:

- 1. Select a card from the pile (no peeking!).
- 2. **Name** the coin and **value** (beginners may refer to their game board).
- 3. If coin and value is correct, the player places it below the matching game board picture.
- 4. If the player says the wrong name or value, another player may challenge, and if correct, take that card.
- 5. If a "take" witch is drawn, player gets to <u>take all</u> cards from student sitting beside him/her. Player's choice.
- 6. If a "give" witch is drawn, player must give all of his/her cards to a student sitting beside him/her. Player's choice.
- 7. The player who collects all 4 coins first wins.

Differentiate by limiting the coins to pennies and nickels, quarters and nickels, or changing winning from most cards to most money, etc.

Character images by www.scrappindoodles.com



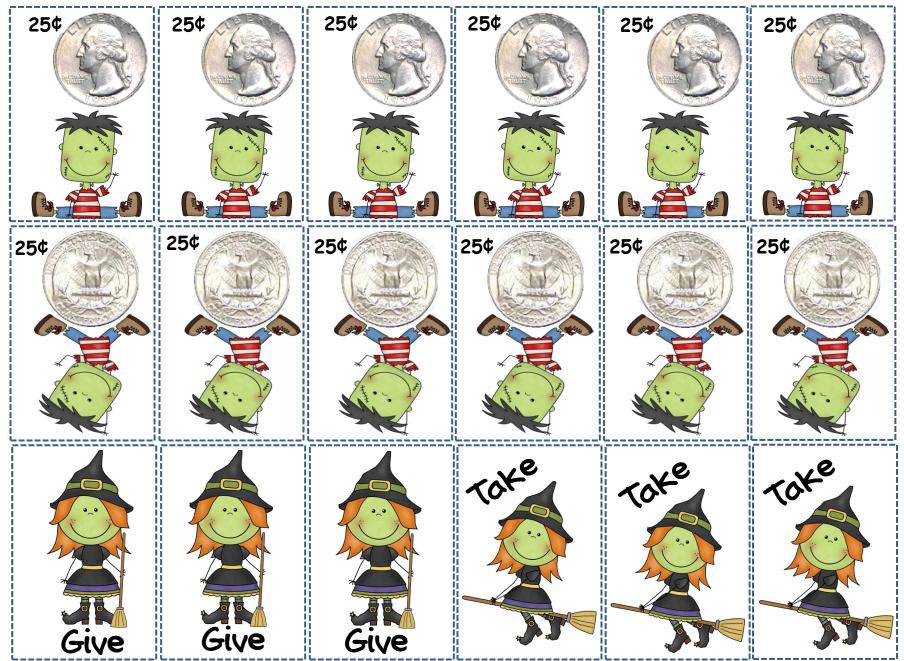




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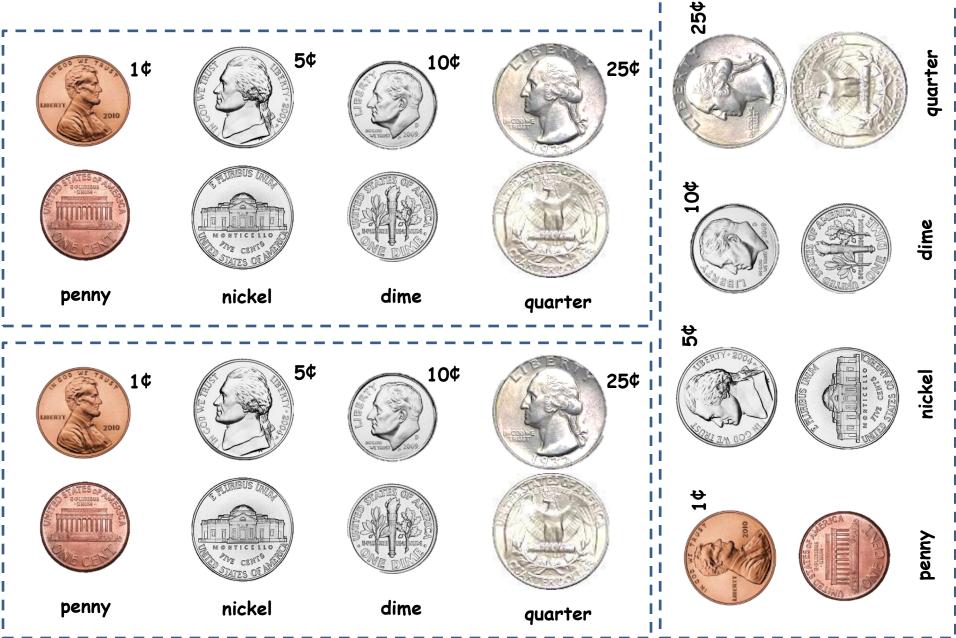


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Game Boards (make 2 copies)

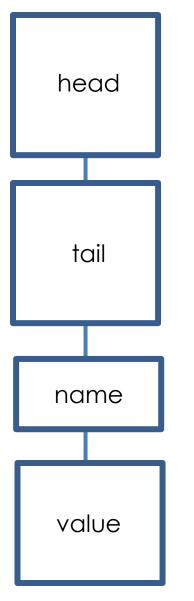


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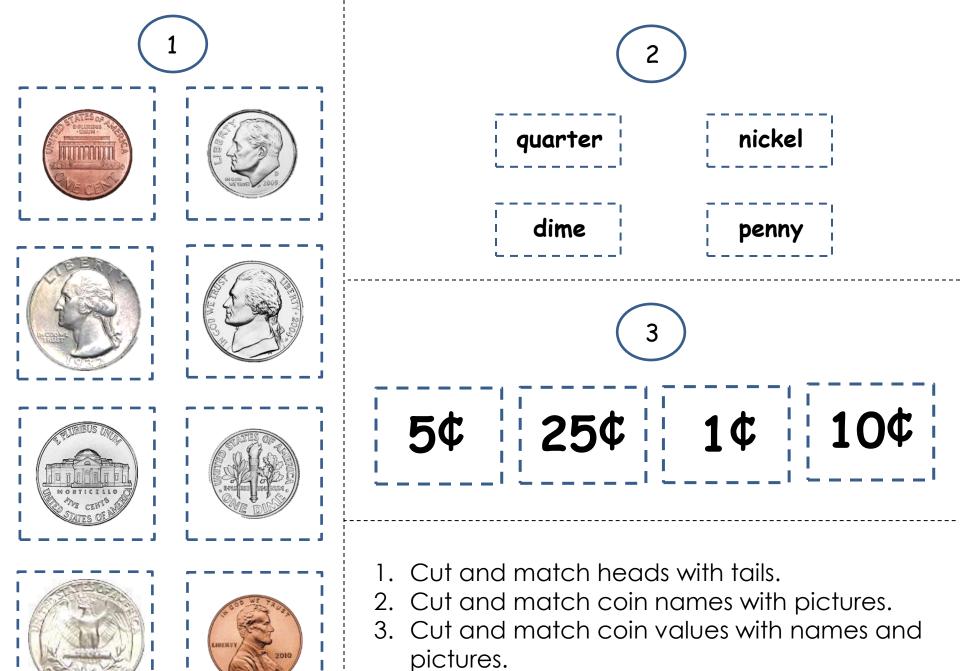
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