

Purpose & SOL

- Students will review the name and value of coins, as well as counting up values.
- Math K.7, 1.8

Materials

- Coin/Movement sticks (see attached)
- Pictures of coins with values to review
 - Pictures courtesy of <https://etc.usf.edu/clipart>
- 2 plastic containers - one teacher “bank” and one student “bank”

Length
15 min.

Introduction

The teacher will review the coins with students by singing the money song. Students should sing; A penny is 1 (hop), a nickel is 5 (1 high five), a dime is 10 (10 stomps), and a quarter 25 (25 side to side hops).

Implementation

Exercise the Answer

- 1) Students will stay at their desks or sit on the floor. The teacher will call students one at a time to come and pick a stick/card.
- 2) Explain to students that the goal is to make the teacher go bankrupt, by earning all the correctly identified coins on them and leaving the teacher with no money.
- 3) They will either identify the coin OR lead the class in the exercise that is listed on the stick/card (you may choose how many of the exercise the class completes).
- 4) If they are correct, they get to put the card/stick in the student bank.
- 5) The game will continue until all students have had a turn to choose a popsicle stick.

Cool Down

Deep breathing exercises and a quiet clap will close the lesson.

Modifications

Modify your coin cards to match the K, 1, or 2 standards.



Penny



1 cent

1¢

\$0.01

Nickel

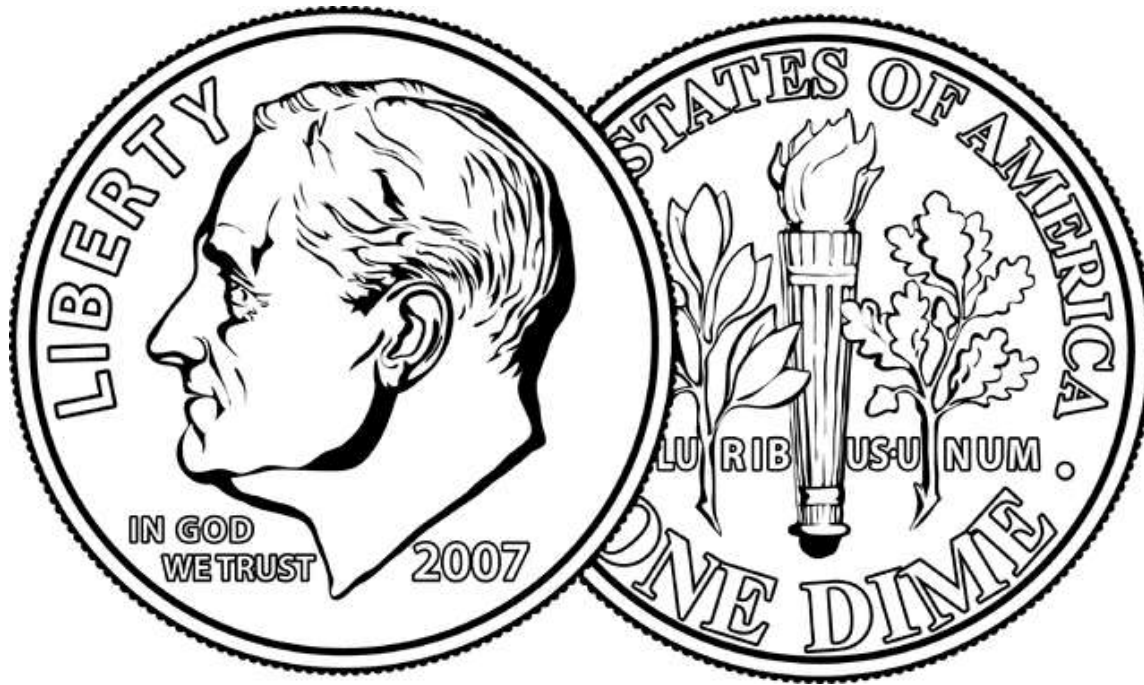


5 cents

5¢

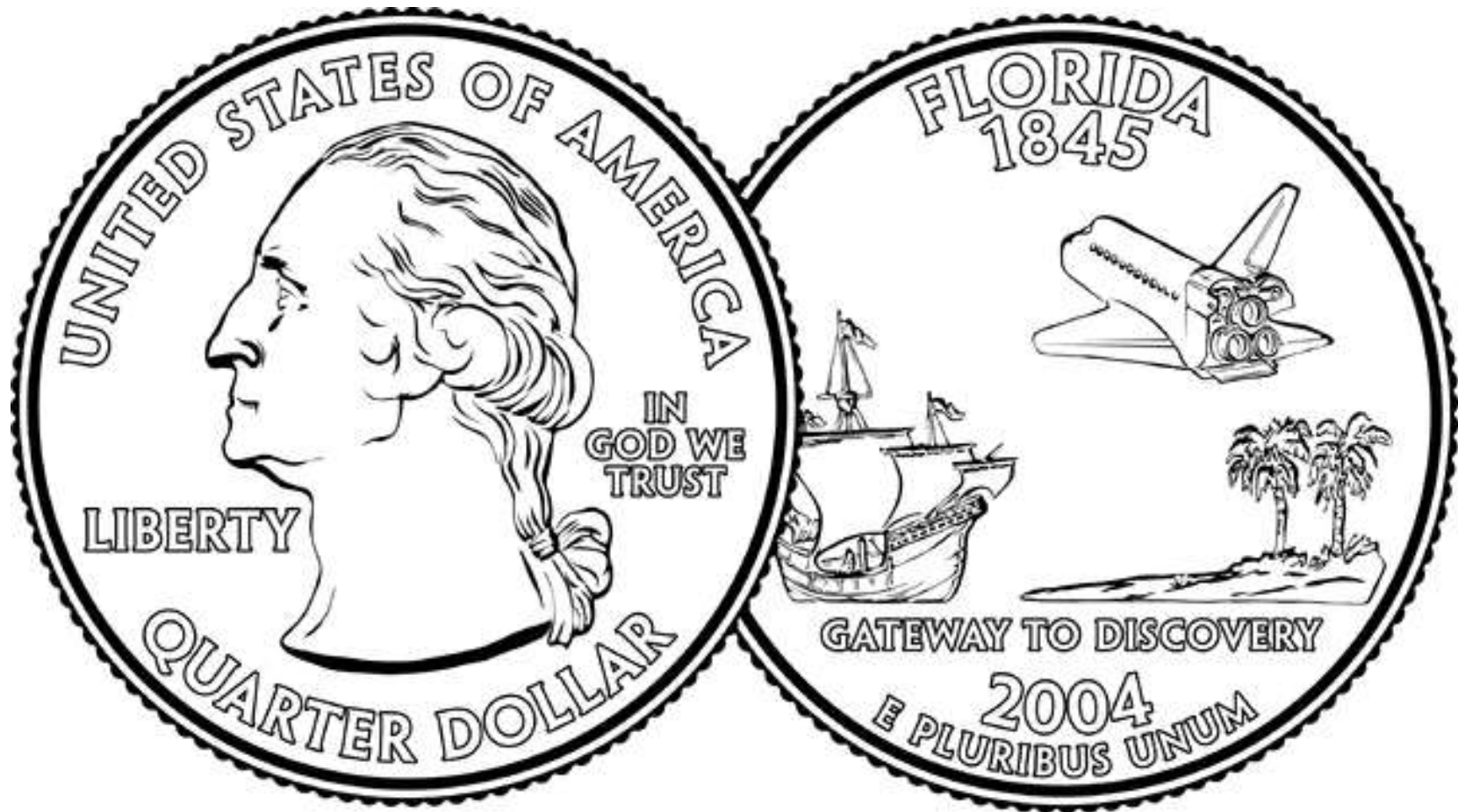
\$0.05

Dime



10 cents 10¢ \$0.10

Quarter



25 cents 25¢ \$0.25





