



Coin Works

Features:

- 5 different activities for working with pennies, nickels, dimes, and quarters.
- Students can practice coin identification, coin counting and adding, and coin equality.
- Student Progression – students unlock new activities as they complete lessons. (Subscription Website Only)
- Student Recordkeeping – students’ scores and progress are recorded. (Subscription Website Only)
- Teacher Assigned Levels – teachers can assign individual students, groups of students, or the entire class to a specific level to practice. (Subscription Website Only)

Grade Levels:

Appropriate for Grades 1 – 3.

Brief Description:

In this game, there are five different activities to practice with each coin (pennies, nickels, dimes, and quarters). Students begin by identifying the heads and tails side of each coin. Students are then asked to add coins together and count out a certain amount of coins. Finally students must compare two groups of coins to determine which side has more money. As students answer questions correctly, they are given a chance to play a bonus game where they either must sort or collect coins.

Lesson Ideas:

Introduction to Coin Works, Coin Review

How To Play:

There are five different lessons included in Coin Works and two additional bonus games. In each activity the student must first select a coin to work with (pennies, nickels, dimes, or quarters). In addition to the five activities, there are also two bonus games.

“Click on the heads up coin” – In this activity the student must select all the heads up coins by clicking on them.

“Click on the tails up coin” – In this activity the student must select all the tails up coins by clicking on them.

“Add Coins” – In this activity the student must add up all of the coins on the screen and enter their answer in the answer box.

“Count Coins” – In this activity the student must select the appropriate coins to match the amount displayed on the screen.

“Which Side Has More” – In this activity the student must count up the total amount of money on each side and determine which side has more money.

“Bonus Game” – In this bonus game the student must sort the falling coins by clicking and dragging them into the appropriate spot.

“Piggy Bank Game” – In this bonus game the student must collect as many of the falling coins as they can within the time limit.



Connection to Standards

State Standards:

- State Goal 6B. Investigate, represent and solve problems using number facts, operations (addition, subtraction, multiplication, division) and their properties, algorithms and relationships.)
- State Goal 6C. Compute and estimate using mental mathematics, paper-and-pencil methods, calculators and computers.
- State Goal 7A. Measure and compare quantities using appropriate units, instruments and methods.

NETS Technology Standards:

- Demonstrate the ability to navigate in virtual environments such as electronic books, simulation software, and Web sites. (6)
- Demonstrate the safe and cooperative use of technology. (5)
- Communicate about technology using developmentally appropriate and accurate terminology. (6)