

GRADES K-2 - RECOGNITION AND MATH TALK

Coin Hunt + Sort

Find real or play coins, then sort them by value, colour, shape, size, or design.

1**Name every coin you find.****2****Make two groups using your own rule.****3****Explain the rule without pointing.****4****Ask a partner to identify each group.****TRY NEXT**

Extension: order the coins from least value to greatest value.

GRADES 1-3 - FLEXIBLE COMBINATIONS

Roll + Build

Roll a die. Multiply the number by 10 cents, then build that value with local coins.

1**Roll and name the target.****2****Build it with any combination.****3****Build the same value a different way.****4****Compare: which way uses fewer coins?****TRY NEXT**

Use a target cap of \$2.00. Accuracy matters more than speed.

GRADES K-3 - REASONING AND EQUIVALENCE

Mystery Coin + Same Value

Hide one coin in a bag or hand. Give clues, then replace it with a different group of equal value.

1**Describe colour, shape, size, or value.****2****Let the guesser ask one math question.****3****Reveal the coin and state its value.****4****Build the same value with other coins.****TRY NEXT**

Use local coin names and notation in every explanation.