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 pennys, 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.