

Paying with Coins Geddes Kit List

	Item Name	RG Item#	Retail Price
1	Retro Pencils	67176	.20
2	Pet Silhouettes Pencils	67175	.20
3	Astral Wonders Pencils	67124	.20
4	Munchin Mike Sharpener	67183	.50
5	Piranha Sharpener	67037	.50
6	Mouse Sharpener	65627	.50
7	Erasing Grip	67137	.35
8	Criss Cross Critters	67036	.14
9	Happy Cap Erasers	64259	.05
10	Dessert Erasers	66993	.15
11	Twister Erasers	67027	.35
12	Mini Fish Erasers	67099	.50
13	G Mechanical Pencils	67039	.35
14	Traction Mechanical Pencils	67013	.35
15	Cushion Click Mechanical Pencils	66315	.35
16	.7mm Value Lead	61152	.40
17	Study Buddy Inferno	66967	.50
18	6-Color Pens	66685	.75
19	Bracelet Pens	65581	.40
20	Twister Pens	66921	.35



1. Item Card Drawn:

2. Item Card Drawn:

Quantity Rolled:



Item Retail Price:

Item Retail Price:

Total Purchase Price:

Paying with Coins Guided Practice

Quanti	ty Rolled:	Total Purchase Price: \$
Using coins purchase p	3	ool store customer could pay for the total
	Option #1	Option #2
	Oty x Value = Amount	<u>Oty</u> x <u>Value</u> = <u>Amount</u>
Quarters Dimes Nickels Pennies	x \$.25 = \$ x \$.10 = \$ x \$.05 = \$ x \$.01 = \$	Quarters x \$.25 = \$ Dimes x \$.10 = \$ Nickels x \$.05 = \$ Pennies x \$.01 = \$
Total Purch	ase Price = \$	Total Purchase Price = \$

Using coins only, show two ways a school store customer could pay for the total purchase price.

Option #1			Option #	2
	<u>Oty</u> x <u>Value</u> = <u>Amount</u>		Oty x Value	= <u>Amount</u>
Quarters Dimes Nickels Pennies	x \$.25 = \$ x \$.10 = \$ x \$.05 = \$ x \$.01 = \$	Quarters Dimes Nickels Pennies	x \$.25 x \$.10 x \$.05 x \$.01	= \$
Total Purch	ase Price = \$	Total Purch	ase Price =	\$





Paying with Coins Guided Practice

3. Item Card Drawn: Quantity Rolled:		Item Retail Price: \$ Total Purchase Price: \$			
Using coins purchase p	s only, show two ways a sch rice.	ool store customer could pa	ay for the total		
	Option #1	Option #	<u>#2</u>		
	Oty x Value = Amount	<u>Oty</u> x <u>Value</u>	e = <u>Amount</u>		
Quarters Dimes Nickels Pennies	x \$.25 = x \$.10 = x \$.05 = x \$.01 =	Quarters x \$.25 Dimes x \$.10 Nickels x \$.05 Pennies x \$.01	= = = =		
Total Purch	nase Price =	Total Purchase Price =			
	ard Drawn: y Rolled:	Item Retail Price: Total Purchase Price:	\$ \$		
Using coins purchase p	s only, show two ways a sch rice.	ool store customer could pa	ay for the total		
	Option #1	Option #	<u>#2</u>		
	<u>Oty</u> x <u>Value</u> = <u>Amount</u>	<u>Oty</u> x <u>Value</u>	e = <u>Amount</u>		
Quarters Dimes Nickels Pennies	x \$.25 = \$ x \$.10 = \$ x \$.05 = \$ x \$.01 = \$	Quarters x \$.25 Dimes x \$.10 Nickels x \$.05 Pennies x \$.01	= \$ = \$		
Total Durch	naso Drico – ¢	Total Durchasa Drica -	¢		



Paying with Coins Sample Key

1. **Item Card Drawn:** Twister Eraser **Item Retail Price:** \$.35 **Quantity Rolled:** 4 **Total Purchase Price:** \$1.40

Using coins only, show two ways a school store customer could pay for the total purchase price.

	Option #1		Option #	<u> </u>
	<u>Oty</u> x <u>Value</u> = <u>Amoun</u>	<u>t</u>	Oty x Value	<u>e</u> = <u>Amount</u>
Quarters Dimes Nickels Pennies	4 x \$.25 = \$1.00 4 x \$.10 = \$.40 x \$.05 = \$ _ x \$.01 = \$	Quarters Dimes Nickels Pennies	2 x \$.25 6 x \$.10 5 x \$.05 5 x \$.01	= \$.50 = \$.60 = \$.25 = \$.05
Total Purch	ase Price = \$1.40	Total Purchas	se Price =	\$1.40

2. Item Card Drawn: Study Buddy Inferno
 Quantity Rolled: 2
 Item Retail Price: \$.50
 Total Purchase Price: \$1.00

Using coins only, show two ways a school store customer could pay for the total purchase price.

	Option #1	Option #2
	Oty x Value = Amount	<u>Oty</u> x <u>Value</u> = <u>Amount</u>
Quarters Dimes Nickels Pennies	2 x \$.25 = \$.50 4 x \$.10 = \$.40 1 x \$.05 = \$.05 5 x \$.01 = \$.05	Quarters3 x \$.25 = \$.75Dimes1 x \$.10 = \$.10Nickels2 x \$.05 = \$.10Pennies5 x \$.01 = \$.05
Total Purch	ase Price = \$1.00	Total Purchase Price = \$1.00



Paying with Coins Sample Key

3. **Item Card Drawn:** Dessert Eraser **Item Retail Price:** \$.15 **Quantity Rolled:** 3 **Total Purchase Price:** \$.45

Using coins only, show two ways a school store customer could pay for the total purchase price.

Option #1				Option #	<u>#2</u>			
	<u>Qt</u>	<u>у</u> х	<u>Value</u>	= <u>Ar</u>	<u>nount</u>		Oty x Value	<u>e</u> = <u>Amount</u>
Quarters Dimes Nickels Pennies		X X	\$.25 \$.10 \$.05 \$.01	= \$. = \$	20 0	Quarters Dimes Nickels Pennies	0 x \$.25 2 x \$.10 4 x \$.05 5 x \$.01	= \$0 = \$.20 = \$.20 = \$.05
Total Purcha	ase F	Price	e =	\$.	45	Total Purch	ase Price =	\$.45

4. Item Card Drawn: Bracelet Pen **Item Retail Price:** \$.40 **Quantity Rolled:** 6 **Total Purchase Price:** \$2.40

Using coins only, show two ways a school store customer could pay for the total purchase price.

	Option #1	Option #2
	Oty x Value = Amount	<u>Oty</u> x <u>Value</u> = <u>Amount</u>
Quarters Dimes Nickels Pennies	6 x \$.25 = \$1.50 4 x \$.40 = \$.40 9 x \$.05 = \$.45 5 x \$.01 = \$.05	Quarters7x \$.25= \$1.75Dimes5x \$.10= \$.50Nickels2x \$.05= \$.10Pennies5x \$.01= \$.05
Total Pur	chase Price = \$2.40	Total Purchase Price = \$2.40





Paying with Coins Kindergarten Customers Worksheet

What can the kindergarten customers purchase from the school store with their six coins? Select items from the <u>Geddes Kit List</u>. Spend as much as possible using the six coins as a budget.

1. List six coins pulled:

	<u> Oty</u>	Χ	<u>Value</u>	<u> </u>	<u>Amount</u>
Quarters =		Х	\$.25	=	\$
Dimes =		Х	\$.10	=	\$
Nickels =		Х	\$.05	=	\$
Pennies =		Χ	\$.01	=	\$
Total Amour	nt			=	\$

Offer 2 purchase options to the kindergarten customers:





Paying with Coins Kindergarten Customers Worksheet

2. List six coins pulled:

	<u> Qty</u>	Χ	<u>Value</u>	<u> </u>	<u>Amount</u>
Quarters =		Χ	\$.25	=	\$
Dimes =		Χ	\$.10	=	\$
Nickels =		Χ	\$.05	=	\$
Pennies =		Χ	\$.01	=	\$
Total Amoun	nt			=	\$

Offer 2 purchase options to the kindergarten customers:

Option #1:

Items to Purchase	Retail Price	Х	<u>Oty</u> =	<u>Total</u>
	\$ \$ \$	x x x x	= = =	\$ \$ \$

Total Purchase \$_____
How much change will customer get back? \$_____

Option #2:

Items to Purchase	Retail Price x	<u>Oty</u> =	<u>Total</u>
	\$ x \$ x \$ x \$ x	= = =	\$ \$ \$

Total Purchase \$_____
How much change will customer get back? \$_____



Paying with Coins

Kindergarten Customers Sample Key

What can the kindergarten customers purchase from the school store with the six coins? Select items from the <u>Geddes Kit List</u>. Spend as much as possible using the six coins as a budget.

1. List six coins pulled:

	<u>Qty</u>	Χ	<u>Value</u> =	<u>Amount</u>
Quarters =	2	Χ	\$.25 =	\$.50
Dimes =	2	Χ	\$.10 =	\$.20
Nickels =	1	Χ	\$.05 =	\$.05
Pennies =	1	Х	\$.01 =	\$.01
Total Amour	nt		=	\$.76

Offer 2 purchase options to the kindergarten customers:

Option #1:

Items to Purchase	Retail Price	Х	<u>Oty</u> =	<u>Total</u>
Munchin Mike Sharpener	\$.50	Х	1 =	\$.50
Pet Silhouettes Pencil	\$.20	Χ	1 =	\$.20
Happy Cap Eraser	\$.05	Χ	1 =	\$.05
	\$	Χ	=	\$

Total Purchase \$.75

How much change will customer get back? \$.01

Option #2:

Items to Purchase	Retail Price	Х	<u>Oty</u> =	<u>Total</u>
Twister Eraser	\$.35	Х	1 =	\$.35
Happy Cap Erasers	\$.05	Χ	2 =	\$.10
Dessert Erasers	\$.15	Χ	2 =	\$.30
	\$	Χ	=	\$

Total Purchase \$.75

How much change will customer get back? \$.01



Paying with Coins Kindergarten Customers Sample Key

2. List six coins pulled:

	<u>Qty</u> x	<u>Value</u> =	<u>Amount</u>
Quarters =	_3 x	\$.25 =	\$.75
Dimes =	_1 x	\$.10 =	\$.10
Nickels =	_1 x	\$.05 =	\$.05
Pennies =	_1 x	\$.01 =	\$.01
Total Amou	nt	=	\$.91

Offer 2 purchase options to the kindergarten customers:

Option #1:

Retail Price	Х	<u>Oty</u> =	<u>Total</u>
\$.15 \$.20 \$.05 \$	X X X	3 = 2 = 1 = =	\$.45 \$.40 \$.05 \$
hange will cus			\$.90 \$.01
Retail Price	Х	Qty =	Total
\$.50 \$.20 \$.15	X X X	1 = 1 = 1 =	\$.50 \$.20 \$.15 \$
	\$.15 \$.20 \$.05 \$ hange will cus Retail Price \$.50 \$.20	\$.15	\$.15

Total Purchase \$.85 How much change will customer get back? \$.06



Paying with Coins Assessment

Use the following summary to assess a student's abilities and performance throughout the lesson. Share this assessment with students at the start of the lesson so that students will understand how they will be assessed prior to beginning the Exploring and Learning section. The tool can be used as a basis for providing feedback to the student. Use the scale below to score each of the following items:

wakii	ng Connections:
	Student participates in discussion by offering answers to one or more of the questions asked by the teacher.
Explo	oring and Learning
	Student participates in discussion by identifying several ways to represent the value of \$1.00 using coins only.
	Student works with partner to calculate total purchase prices (based on retail prices and quantities), and to provide two options to pay for those items using coins only.
	Student works with partner to help customers purchase items given an allotted amount of money (budget) to make purchases.
	Each worksheet contains accurate calculations.

SCALE

4 – Excellent

Student completes the activity, task or assignment with no errors and demonstrates mastery of concepts and/or lesson objectives.

3 - Good

Student completes the activity, task, or assignment with few major errors and demonstrates an understanding of the concepts and/or lesson objectives.

<u> 2 – Fair</u>

Student completes the activity, task, or assignment with some major errors and demonstrates difficulty with the concepts and lesson objectives.

1 – Poor

Student does not complete the activity, task, or assignment and demonstrates no understanding of the concepts and/or lesson objectives.